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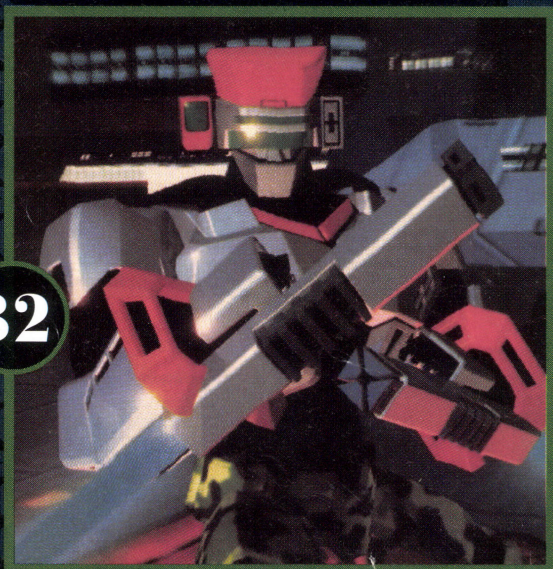
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The clock is running your adrenaline is pumping  
sweat is dripping into your eyes as you

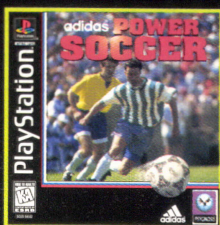
feel your muscles tensing and you prepare to  
make the move that for just one fraction of a second will send you  
soaring right over that other guy in your

quest to feel the exquisite rush of head  
connecting with ball and in one brilliant blinding

flash wonder how anyone can actually  
believe that this is just a game.

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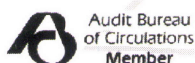
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When Editor in Chief **Chris Bieniek** was a kid, he and his brother Jon sabotaged a full-sized G.I. Joe action figure by pulling Joe's arm out of its socket and stuffing his body cavity with Kraft cheese slices. After a week or so, their mom noticed the smell and made them get rid of the hapless hero, who remains buried in a backyard on the South Side of Chicago.



Executive Editor **Betty Hallock** celebrated the 100th birthday of the Tootsie Roll by eating one. It happens to be one of her favorite snacks. Others may scoff at waxy chocolate, but Betty thinks it both satisfyingly chewy and tasty. She also likes candy corn—another candy that many consider subpar. Betty hears it's kind of fun to get plastic surgery in Brazil. She likes rude Barbie stories.



Art Director **Ione Flores** would like to vacation in Bali. Her favorite color is black, and her favorite food is lasagna. Her favorite hair product is Ecoly's cucumber shampoo and she loves soccer. Ione often wonders if Scooby Doo was on drugs, because his eyes were always crossed and he always acted paranoid.



Senior Editor **Nikos Constant** likes the poetry of Dennis Nurkse because he likes Brooklyn. Nikos also likes paella, bacon, robots, Nivea Ultra Moisturizing Creme, the Pepperidge Farm Orange Milano, Shelley Winters, Greek tragedies and club soda. He hopes to one day attain a fairly accurate command of Brazilian Portuguese. The last good movie he saw was *Striptease*.



**Wataru Maruyama** has been working on his illustration collection, which will be available next year (published by himself or somebody else). He's saving his money to buy a Toyota RAV-4, a four-door model in Iceland Green. He's been eating a lot of Indian food lately. He can eat about ten pieces of Tandoori chicken at any one sitting.



**Tyrone Rodriguez** doesn't think Spam's all that bad—especially Spam Lite. Fry it up in a pan with a little ketchup, and it's delicious. He tries to drink at least two liters of water every day. He says everyone should, as it's good for you. So is Rollerblading. He thinks it interesting that Rollerblading is more socially acceptable in New York than California among hipsters.

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**Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your tips, tricks questions and comments to:**

## TIPS & TRICKS

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**We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.**

## THANKS FOR THE PICTURE

Please find enclosed a picture of myself and the solution to your film contest in the June issue. The movie in question is called *Bullit*.

My name is W. Michael Lee. I'm 12 years old, and I ride with my dad on his truck every summer. We have a TV/VCR and about 100 movies in the truck, and *Bullit* just happens to be one of them.

Thanking you in advance,

—W. Michael Lee  
Rolla, MO



[Betty responds:]

Dear W. Michael,

I'm sorry you won neither the grand prize nor the booby prize. But you did win a prize for Best Photo. I liked your picture the best because 1) you've got my page in it and 2) you're standing in front of your dad's truck. I'm impressed

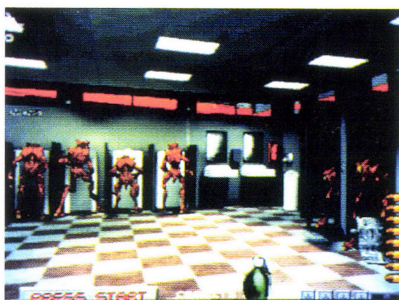
with the way you spend your summer vacations. I'll bet you have a good time. Thanks again for your letter and picture.

Sincerely,  
Betty

## ALIEN INFECTION

You are my favorite magazine. I just got a copy of your magazine, and it was cool. I love the Area 51 strategy guide. Me and my friend tried out the secret rooms, and they worked. Our favorite is probably "Head Quarters". That was funny! Thanks!

—Kellen Smith  
Salt Lake City, UT



You're welcome. We're glad you had such a good time playing the game, and we're glad the strategy guide was so useful to you. Games that involve alien infection and alien transformation are so very good. We thought the "Head Quarters" secret room was funny, too; we always wondered how aliens go to the bathroom. Did you know that "going to the head" is a slang phrase with military origins that refers to the use of a toilet?

## RUNNING BACK RUNABOUT

Before I say anything else, I think your magazine is the best. All of the others are advertisements and a bunch of crap. People have got to be really messed up if they buy any magazine other than *TIPS & TRICKS*. I have only been a subscriber for three months, and I already know you guys are the best. Anyway, I have made a player on *Tecmo Super Bowl III*, and I cannot improve him no mat-

ter how many yards I rush with him (he's a running back). The tackle that I made does improve. They're both on the same team. My team is also a dream team, so I have a lot of really awesome players. I only play five minutes per quarter in season games. Please help me out and tell me how to improve my running back.

—Kyle Pierce  
Sterling, IL

*This is our advice to you, Kyle. Try not to use your running back too much, because if he's rushing for 500 yards per game, there won't be any point in his skill improving. The player improvements are actually somewhat random; there may be some elements of artificial intelligence in the game program that can sense the fact that you're trying to juice him up. Have you tried passing the ball to him instead of handing it off? Maybe he needs some receiving yardage. Heck, maybe the game thinks that he needs to throw a few blocks every once in a while in order to make him a well-rounded player. The best thing to do is to play it game by game and not try to jack up the stats. Oh, and we're glad you like the magazine.*

## TOKEN OF THE MONTH



This month's token was sent in by Peter Uliano of Pelham, NY—who unfortunately didn't tell us the name of the arcade that he got it from. Thanks, Peter!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
*TIPS & TRICKS* Magazine  
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## RATINGS DENIED

I have a suggestion for you that will improve your magazine. I think you should have a rating chart that shows which games are excellent, good, fair and poor in the back with the codes.

—Son Lam  
Salt Lake City, UT

Sorry, Son. We're proud of the fact that we provide unbiased information on all kinds of games. We impart you with knowledge, but do not influence you with our opinions. Think of it this way: There are lots of magazines out there that try to tell you which games you should buy. We're here to help you with the games that you already own.

## NIKOS THE SHAPE SHIFTER

Hi, *TIPS & TRICKS*. It's me, the HUMAN GAME GENIE. I was wondering if Nikos Constant (your senior editor) is a shape changer like Shang Tsung. The HUMAN GAME GENIE must know.

—The HUMAN GAME GENIE  
Kansas City, KS

Yes, Nikos is a shape shifter. And when he's at home all by himself watching television, he's just an amorphous blob who likes to eat Thai food and smoke cigars. Hey, got any new Game Genie codes for us?

## SARUMAN?

My name is...hey, I'm not telling you my name. You can call me "Saruman"? Is Rayden really Nightwolf? (Did I spell Rayden right?) He does a lightning in a fatality, turns into Rayden as a friendship, and Rayden is immortal...so where is he? I have a code for you guys. Not. Hey, is that movie *The Getaway*, Betty? You guys are great.

—Saruman  
Jamesville, VA

What does Saruman mean? No, Rayden is not really Nightwolf. You can see Rayden and Nightwolf fighting against each other in Williams' upcoming *Mortal Kombat Trilogy* for PlayStation and Nintendo 64; it features nearly every character who's ever been featured in a *Mortal Kombat* game. And no, that movie was not *The Getaway*. But you weren't the only one to think so.

## SEND ME A BUMPER STICKER

My name is Joseph Smith. I'm 13 years old. I really like the game *Fighting Vipers*. It's got phat graphics. Anyway, will *Fighting Vipers* come out for PlayStation or just for Sega Saturn? If you can, send me a bumper sticker. Like Picky, I'm quite handy with the skateboard.

—Joseph Smith  
Mililani, HI



*Fighting Vipers* will be released for the Sega Saturn in October. Because it's one of Sega's key arcade games, it's unlikely that you'll ever see it for the PlayStation. Sorry, we don't have *TIPS & TRICKS* bumper stickers, but we wish we did. Do you slam your skateboard over the heads of innocent children?

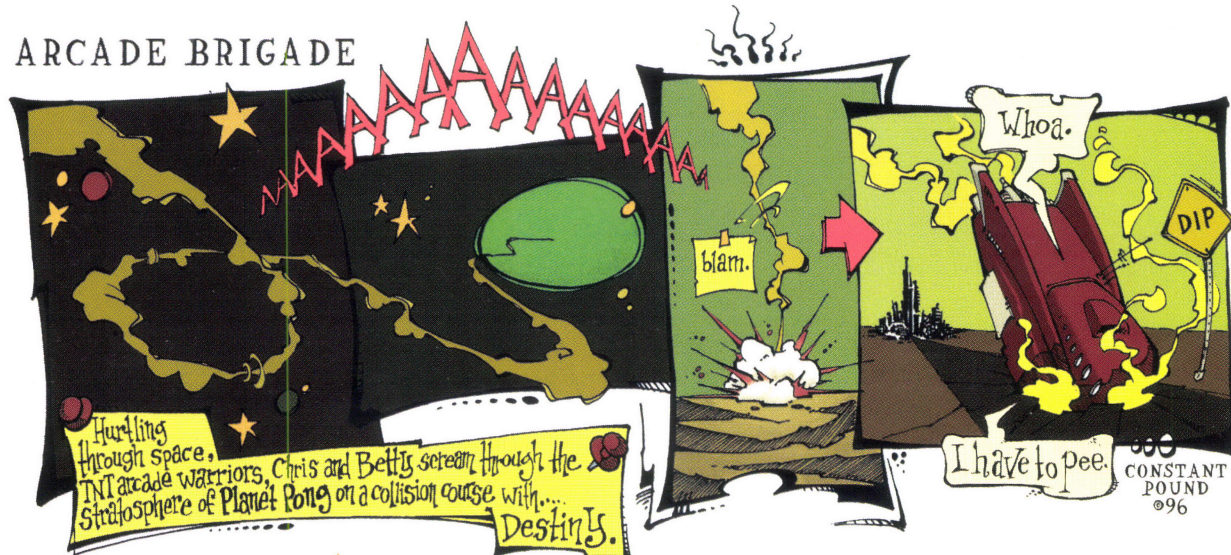
## WINNER! (see p.79)

I think your magazine's one of the best gaming magazines there is. Oh, I know the name of the movie in Betty's Index in the June issue. The name of the movie is *Bullit*. Hey, in *Fighting Vipers*, when you lose your armor, is it possible to get it back? My favorite characters in *Fighting Vipers* are: Bahn, Picky and Raxel. I'm eight years old. 'Til next time!

—Ivan Torres Jr.  
Charlotte, NC

Congratulations! You were the first to correctly identify the scene from Betty's Index. No, you can't recover your armor until you proceed to the next match.

## ARCADE BRIGADE



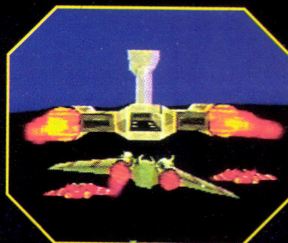


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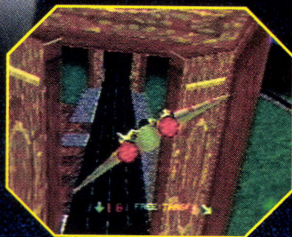
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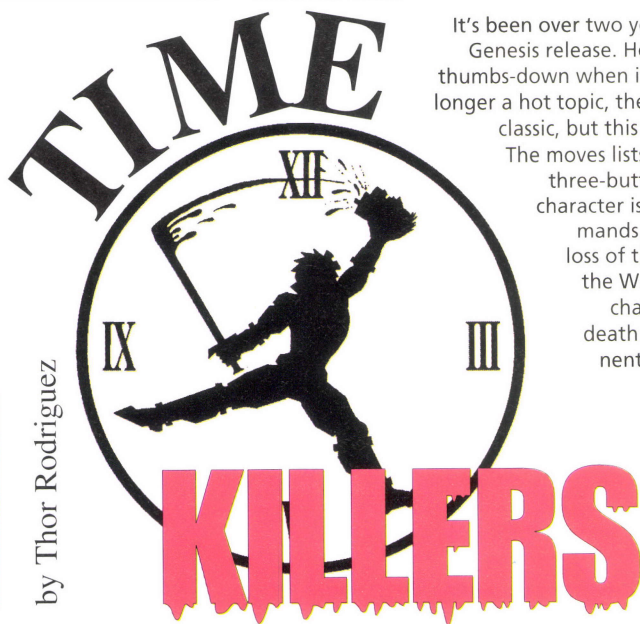
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by Thor Rodriguez

It's been over two years since the ultra-violent *Time Killers* was announced as an upcoming Genesis release. However, the controversy over game ratings led Sega to give the game a thumbs-down when it came up for the seal of approval. Now that video-game violence is no longer a hot topic, the game is finally being released—albeit in limited quantities. It's no lost classic, but this is the only available home version of a very controversial arcade game.

The moves lists on the following pages give you all of the characters' attacks for both three-button and six-button controllers. Note that all moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands. The commands shown in parentheses can only be performed after the loss of the back arm in combat; when you're in this state, the B button controls the Weapon Arm, not both.) To perform a decapitation death move with any character, just press all of the action buttons simultaneously. For the super death move—slicing off the head and both arms!—you must stun your opponent with repeated blows to the head, then get in close and press all of the action buttons while pointing the D-pad toward your dazed foe.



The cavewoman Thugg may be the slowest character in the game, but he can keep his enemies at bay with his spit attacks. Against airborne foes like Mantazz, Thugg can try to get underneath them with a Body Roll or Running Head Butt and execute the Super Kick. Remember that he'll be stunned if he runs into the wall after missing with his Running Head Butt attack.

## THUGG

### 3 Button

### 6 Button

<b>Fast Trog Hocker</b>	↵ ↓ ↘ + A	↵ ↓ ↘ + Z
<b>Slow Trog Hocker</b>	↘ ↓ ↵ + A	↘ ↓ ↵ + Z
<b>Flip Combo</b>	→ + A + C, then while still airborne, A + B for head pound (B for Axe Chop)	→ + A + B, then while still airborne, X for head pound (Y for Axe Chop)
<b>Body Launch</b>	↓ + A + C, then while legs are extended, A + B for lobbing Launch, B for Quick Launch	→ + A + B, then while legs are extended, X for lobbing Launch, Y for medium range Launch, X + Y for quick Launch
<b>Running Head Butt</b>	→ + A to start running, ↵ for a psych-out or standing attack, ↓ to stop or execute a sliding attack.	→ + Z to start running, ↵ for a psych-out or standing attack, ↓ to stop or execute a sliding attack.
<b>Body Roll</b>	↘ + A + C to start rolling. The roll can be interrupted by another attack by pressing any button.	↘ + A + B to start rolling. The roll can be interrupted by another attack by pressing any button.
<b>Ground Pound</b>	← + B	← + Y
<b>Super Uppercut</b>	(In close) → + A + B	→ + X
<b>Super Kick</b>	A + C	A + B
<b>Quick Blood Chop</b>	← + A + B + C	← + A + B + X + Y



Another slow character, Leif does not have much subtlety in his attack methods. Go for the Head Splitter or Running Head Butt as often as possible and use the Rotoslice for defense. Spin the D-pad clockwise immediately after executing the Rotoslice to make it last longer. Insider note for trivia buffs: Leif is named after *Time Killers*' co-designer Leif P. Marwede.

## LEIF

### 3 Button

### 6 Button

<b>Short Berserker</b>	← + A + B + C	← + A + B + X + Y
<b>Rotoslice</b>	↓ + B. Rotate D-pad 360° for more spins	↓ + X + Y. Rotate D-pad 360° for more spins
<b>Super Kick</b>	↓ + A + C	↓ + A + B
<b>Axe Pole Vault</b>	A + C, then while still airborne, A + B for low flying follow through or B for high flying follow through.	A + B, then while airborne, X for low flying follow through or Y for high flying follow through.
<b>Head Splitter</b>	While in air press B	While in air press X + Y
<b>Running Head Butt</b>	→ + A to start running. Back to for a psyche-out or standing attack. Down to stop or execute a sliding attack.	→ + Z to start running. Back to for a psyche-out or standing attack. Down to stop or execute a sliding attack.
<b>Flying Rotoslice</b>	While in air, rotate D-pad 360° and press B	While in air, rotate D-pad 360° and press X + Y
<b>Viking Spike</b>	When near opponent, → + B	→ + X + Y
<b>Reverse Pole Poke</b>	→ + B	→ + X + Y
<b>Extended Trip</b>	↓ + B + C	↓ + B





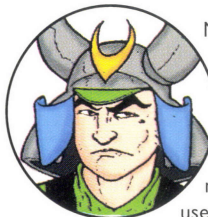
Lord Wulf's broadsword has a longer reach than most of the other weapons in the game. He can also push off opponents in mid-air for airborne combination attacks. Try this one for an example: In mid-air, perform a Heel Crush, follow it up with a Flying Head Jab, then a Super Head Split and finish it off with the Sword Plant Double Leg. Vicious!

## LORD WULF

### 3 Button

### 6 Button

<b>Energy Bolt</b>	← + A, then → before war cry.	← + Z, then → before war cry.
<b>Sword Plant Double Leg</b>	A + C	A + B
<b>Super Uppercut</b>	(In close) → + A + B	→ + X
<b>Quick Slide Uppercut</b>	→, → + A + B	→, → + X
<b>Super Kick</b>	↓ + A + C	↓ + A + B
<b>Airborne Guillotine</b>	While in air, A + B + C	While in air, A + B + X + Y
<b>Slide Trip</b>	↓ + C	↓ + A
<b>Super Head Split</b>	While in air, B	While in air, X + Y
<b>Flying Head Jab</b>	While in air, A + B	While in air, X
<b>Heel Crush</b>	While in air, B + C	While in air, B



Musashi is especially fast. The Back Slam is one of his most potent maneuvers, so use it extensively

if you get in close. Musashi's weakness is his head—he's more easily stunned than most of the other characters in the game, so try to guard against high attacks and be prepared to hammer on the buttons if you see those telltale stars circling around his helmet.

## MUSASHI

### 3 Button

### 6 Button

<b>Butterfly</b>	→ + B repeatedly	→ + Y repeatedly, X + Y to go faster
<b>Lightening Slice</b>	→ + A + B repeatedly	→ + X repeatedly
<b>Off the Wall</b>	Jump towards edge of screen, then press the controller in the opposite direction.	
<b>Flying Dragon</b>	While in air, A + B + C	While in air, A + B + X + Y
<b>Head Flip</b>	A + C	A + B
<b>Back Slam</b>	↓ + A + C	↓ + A + B
<b>Katana Flash</b>	↓ + B repeatedly	↓ + Y repeatedly
<b>Daito Flash</b>	↓ + A + B repeatedly	↓ + X repeatedly
<b>Double Slice</b>	B	X + Y
<b>Slide Trip</b>	↓ + C	↓ + A
<b>Katana Blender</b>	While in air, press A + B repeatedly	While in air, press X repeatedly
<b>Samurai Hair Cut</b>	While in air, press B repeatedly	While in air, press X + Y repeatedly
<b>Double Lunge Flip Kick</b>	While in air, A + C	While in air, A + B



This Chicago punker is loosely based on the character of Ash from the *Evil Dead* films.

When playing as Rancid, try to think high and low; that is, stick with airborne strikes and crouching attacks for maximum efficiency. If you're skillful, you can try jumping off of the wall into his airborne Chain Ride—this always seems to catch unsuspecting opponents off-guard.

## RANCID

### 3 Button

### 6 Button

<b>Chain Ride</b>	← ↓ ↘ → + B	← ↓ ↘ → + X + Y
<b>Air Ride</b>	While in air, ↑ ↗ → ↘ + B	While in air, ↑ ↗ → ↘ + X + Y
<b>Head Dance</b>	While in air, A + C	While in air, A + B
<b>Crotch Rocket</b>	→ + B	→ + X + Y
<b>Jumping Split Kick</b>	→ + A + C	→ + A + B
<b>Double Legged Bullet</b>	A + C	A + B
<b>Dirty Knife</b>	While close to opponent, → + B + C	→ + B
<b>Flying Knee</b>	→ + B + C	→ + B
<b>Flip Trip</b>	↘ + A + C	↘ + A + B
<b>Slide Trip</b>	↓ + C	↓ + A
<b>Spinning Saw</b>	While in air, B (after loss of arm)	While in air, Y
<b>Chainsaw Lobotomy</b>	While in air, B	While in air, X + Y
<b>Flying Head Slam</b>	While in air, A	While in air, Z
<b>Jump Kick</b>	↓ + A + C	↓ + A + B





Orion has a gravity-controlling body which is responsible for some of his more interesting attacks.

Take advantage of his gravity tricks by jumping back and forth and following up with a High or Low Torpedo. Also, be aware that Orion can change direction in mid-air; this is effective when used with his Body Spear, Football Punt and Flying Spin.

## ORION

	3 Button	6 Button
<b>Spinning Drill</b>	↑ ↗ → ↘ ↓ + B + C	↑ ↗ → ↘ ↓ + B
<b>Gravity Throw</b>	Jump up, then →, → or ←, ←	Jump up, then →, → or ←, ←
<b>Roll Stab</b>	↘ + B	↘ + X + Y
<b>High Torpedo</b>	A + C	A + B
<b>Low Torpedo</b>	↓ + A + C	↓ + A + B
<b>Soprano Slice</b>	When close to opponent, → + B	→ + X + Y
<b>Knee Kick</b>	When close to opponent, C	When close to opponent, A
<b>Spin Stab</b>	When close to opponent, → + B (after loss of arm)	→ + Y
<b>360 Spin Chop</b>	When in close to opponent, B	When in close to opponent, X + Y
<b>Body Spear</b>	While in air, A	While in air, Z
<b>Football Punt</b>	While in air, B + C	While in air, B
<b>Flying Spin</b>	While in air, A + C	A + B

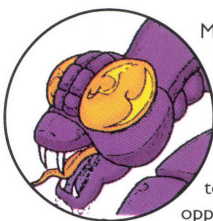


A native of Mars Colony A-7, Matrix is the second-fastest character in the game, and her

mechanical rear hand can telescope to attack from a distance. When using her "Eat My Feet" attack, try to follow it up immediately with another attack to keep the edge over defensive players who are looking for an opening.

## MATRIX

	3 Button	6 Button
<b>Flying Butt</b>	(Not available in 3-Button mode)	A + Y + Z
<b>Cyber Punch</b>	→ + A + B repeatedly	→ + X repeatedly
<b>Low Cyber Punch</b>	↓ + A + B repeatedly	↓ + X repeatedly
<b>Eat My Feet</b>	↓ + A + C	↓ + A + B
<b>Tornado Spin</b>	While in air, B	While in air, X + Y
<b>Super Uppercut</b>	When close to opponent, ↓ + A + B	↓ + X
<b>Airborne Fury</b>	While in air, A + B + C	A + B + X + Y
<b>Short Leg Spin</b>	While in air, rotate D-pad 360° + B + C	While in air, rotate D-pad 360° + B
<b>Long Leg Spin</b>	While in air, rotate D-pad 360° + A + C	While in air, rotate D-pad 360° + A + B
<b>Super Side Kick</b>	C	A
<b>Leg Launch</b>	→ + C	→ + A
<b>Flying Pummel</b>	While in air, press A + B repeatedly	While in air, press X repeatedly
<b>Photon Slice</b>	While in air, B (after lose of arm)	While in air, Y



Mantazz players should take advantage of his long-range attacks. Try to corner your opponents to set

them up for the Knife Sharpener. You can double the speed of his Super Spin Trip if you hold the D-pad **Down** and wiggle it diagonally left and right while you hammer on the **B** button (or **B** + **C** for 3-Button players.)

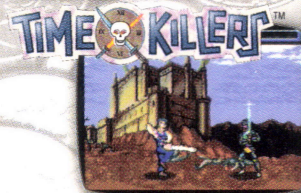
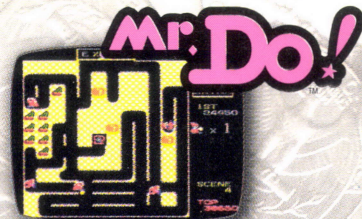
## MANTAZZ

	3 Button	6 Button
<b>Fast Eye Beam</b>	↙ ↓ ↘ + A	↙ ↓ ↘ + Z
<b>Slow Eye Beam</b>	↘ ↓ ↙ + A	↘ ↓ ↙ + Z
<b>Low Eye Beam</b>	↓, ↓ + A	↓, ↓ + Z
<b>Fly</b>	←, ←, or →, → while in air	←, ←, or →, → while in air
<b>Double Spinning Elbow Kick</b>	When close to opponent, → + A + C	When close to opponent, → + A + B
<b>Super Spin Trip</b>	↓ + B + C, press B + C repeatedly to move towards opponent	↓ + B, press B repeatedly to move towards opponent
<b>Helicopter Scare</b>	(Not available in 3-Button mode)	↓ + X + Y + Z
<b>Airplane Scare</b>	←, ← + B (after loss of arm)	←, ← + Y
<b>Knife Sharpener</b>	Press B repeatedly	Press X + Y repeatedly
<b>Super Extension Kick</b>	↓ + A + C	↓ + A + B
<b>Double Elbow Hurl</b>	In close, → + B	In close, → + X + Y





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# Tokyo Highway Battle



## TOKYO HIGHWAY BATTLE

by Wataru Maruyama



### Enter the Drift King!

Tokyo Highway Battle is one of the coolest racing games to appear on a console system. The scenery, car types and overall graphic quality make this one of the top games available for the PlayStation. You start off with just three cars to choose from, but you'll gain six more while earning points to upgrade your car as you progress through the ranks.

## Upgrading Your Car

There are two keys to winning in THB: Good driving and careful selection of upgrade parts. An in-game menu shows you all of the available choices and the instruction manual will also list the parts. Here is a rundown of the most effective items:

ENGINE PARTS	Turbo Inter-Cooler	For turbo-equipped cars
	Bolt-On Turbo	Recommended for non-turbo cars
	Increase Bore	Raises HP and torque
	Port Polishing	Improved response
	Low Compression Piston	Higher turbo boost levels
	Oil Cooler	Max performance for high HP engines
	Large Capacity Radiator	Protection for high-performance engines
	Racing Plug	Needed for high performance engines
	Fuel Injection	Increase fuel flow capacity
INTAKE PART	Racing Air Cleaner	Max air flow to engine
EXHAUST PART	#120 Muffler	Best high speed performance

CHASSIS PART	Gymkhana Suspension	Good cornering, high degree of control
TIRES	Street Tire 4	I like this tire the best
	Racing Tire 1	Built for high speeds
BRAKES	Metallic Pads	These aren't the best, but they work for me
	Air Duct	Cools brakes
MANUAL MODIFICATION PARTS	High Cross	Best high speed cornering
AERODYNAMIC PARTS	If you've got enough cash, get everything in this category. Don't buy just one because the effects are minimal.	
ELECTRONICS PARTS	You'll want all the goodies in this section too. Alone, they aren't much help.	
FURTHER MODIFICATION PARTS	Get everything except the Metal Clutch.	



### DRIFT KING CINEMA

Tokyo Highway Battle has one of the neatest intro cinemas around. It starts off with the Drift King showing off his stuff on a closed track. This guy is really good! You then get to see his mechanic looking grumpy and concentrating on helping the Drift King to drift better. The scene moves to San Francisco where the King and Bando look out at the bay and ponder the location of long-legged blonde chicks. They come to a decision and the Drift King fires up his ride and drives off into the Bay area.







# The Best Cars

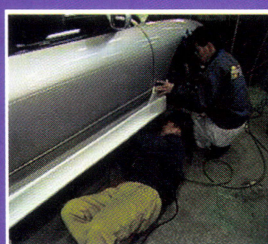
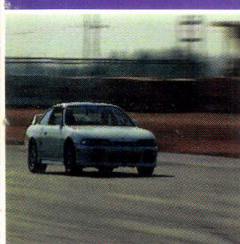
Your first choice should be the Type 1 car. Once you get a wider selection, choose the Type 6 car. Try not to put too many upgrades on the Type 1 car; you'll want to save up your points for improvements to the Type 6 car.

If you race and win on each track two or three times, you can build up

extra points. However, finishing all three tracks in any given set puts you in a new, tougher division, so make sure to repeat only two of the three tracks in a set.

The last set of cars will be a decision between Type 7 and Type 9. Type 9 is similar to Type 6, but with better

acceleration. Type 7 is a slower starter, but a fully-upgraded model can reach an incredible top speed of 300 km/h! You can beat the Drift King with a Type 9, but you can't outdistance him. A Type 7 will give you a speed advantage, but you'll need to pull some fancy drifts to stay ahead and avoid crashes.







# Tokyo Secret Codes!

## RACE AGAINST THE DRIFT KING ANYTIME



Beat the Scenario Mode and enter the "Vs. CPU" mode. Here you can choose the track you want to race on and who to race against.

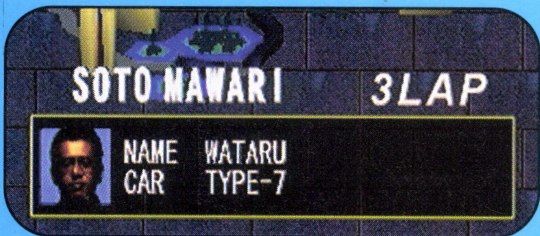
## SPEEDOMETER COLOR CHANGE

After beating the Scenario mode, you can change the color of the speedometer from clear to white if you press the L1 button on Controller 2 during a race.

## BEST LAP AND BEST TIME INDICATORS

After beating the Scenario mode, you can see the best lap or time during a race by holding **Up** and pressing the **SELECT** button.

## HIDDEN MYSTERY CHARACTER



Beat Scenario mode and enter the "Vs. CPU" mode. Next to the Drift King will be a picture of a mechanic who looks like Bando, but his name is Wataru! That's me! Race against the ace *TIPS & TRICKS* mad driver!

## CAR COLOR CHANGE

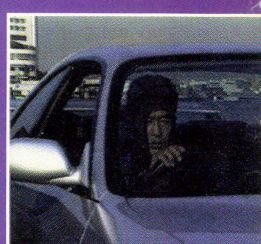
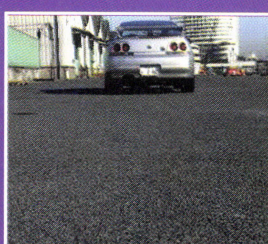
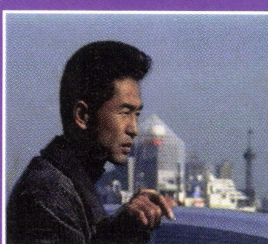
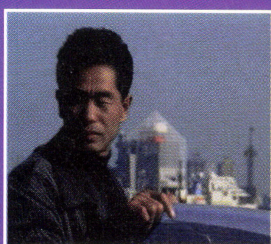
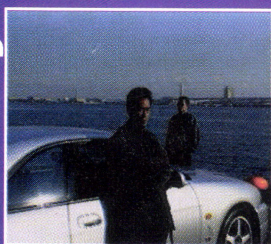
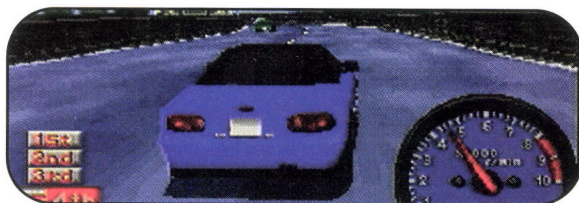


After beating the Scenario mode, go to the car selection screen and press the **R2** button; you'll be able to choose an alternate car color!

## 9,999,999 POINTS



While the game is loading, wait for the Bullet-Proof logo to appear, then hold **L1**, **L2**, **R1** and **Down** on Controller 2. While holding those buttons down, press **START** on Controller 1 to bypass the cinema scene and go into Scenario mode. When you enter the parts area, you'll have 9,999,999 points! Shop away; you can buy just about anything.







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# SATURN CODES!

## ULTIMATE KOMBAT KODES

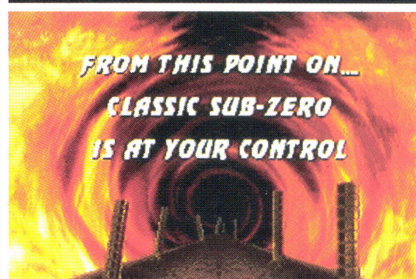
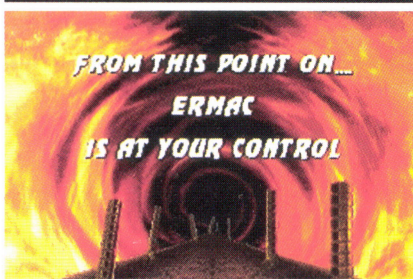
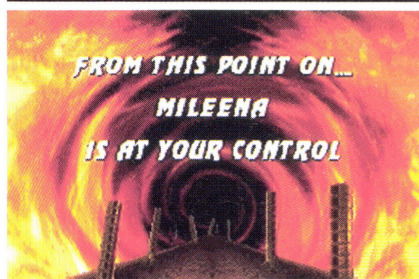
To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires:

Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times.

Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice.

When one of these codes has been entered, a message will appear that tells you that the character you chose is now at your control. Now go back to the character-select screen in one- or two-player mode and you'll find that the newly activated character has replaced one of the question marks in the center of the screen!



## PLAY AS CLASSIC SMOKE

To play as "human" Smoke, choose the robo-ninja Smoke at the character-select screen; then, before the fight starts, hold RUN + BLOCK + HIGH PUNCH + HIGH KICK and point the D-pad Away from your opponent. When Shao Kahn says "Fight!" Smoke will explode, and in his place will stand the human Smoke.



## "FREE PLAY" MODE

When the copyright screen appears at the beginning of the game, quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" Now when you start the game, the credit counter will say "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.





PREPARE TO FLY.

# Nights<sup>TM</sup>

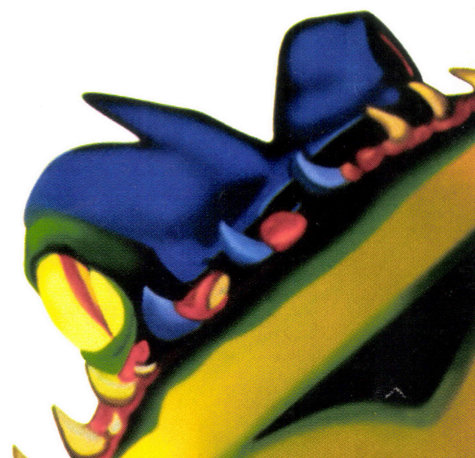
into dreams...

COMING AUGUST

ONLY ON



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OK, adventure lovers,  
here's the TIPS & TRICKS guide to  
Shining Wisdom! Yeah!



## MAPS N' STUFF

On the following pages, you'll find a ton of maps that will aid you greatly in your quest. We've also provided some general information including the order that you should tackle things. The game is somewhat linear in the beginning, but allows you to go in a different order later on. The maps do not show items or enemies which you'll need to discover.

## HIDDEN STUFF

There are plenty of hidden secrets in the game; the best places to look are under trees, in bushes and in sand. At times, you can search behind cracks in walls. When you obtain some orbs and objects, you'll be able to discover hidden passages and explore sandy areas.



## SHINING MESSAGE FROM WAT

I usually like to solve adventure games by myself and enjoy all the surprises. I have not given away any big secrets and I'm sure you'll find that the maps are the best aid you can have without ruining the game. Enjoy!

## HERE WE GO!

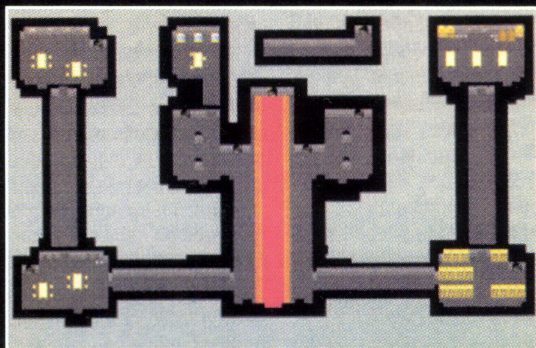
### Kingdom of Odegan West



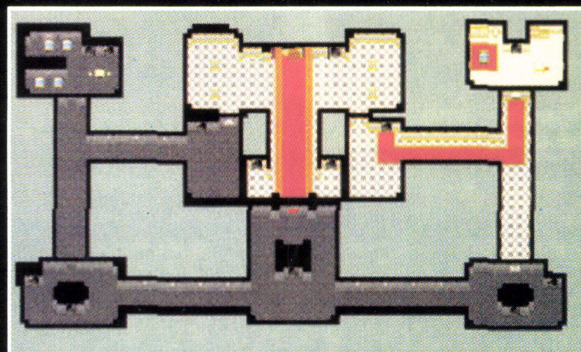
This is the  
overview  
map. The  
numbers  
show the  
order in which  
the events will  
be presented.



### The Castle



1st floor

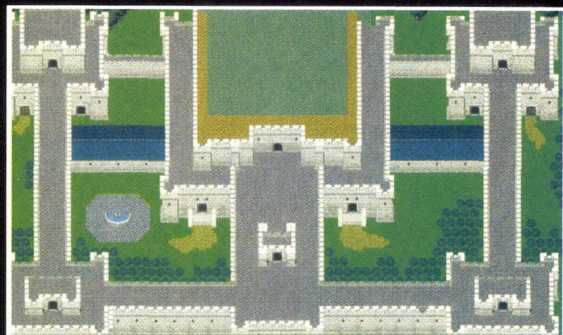


2nd floor



## The Castle

continued

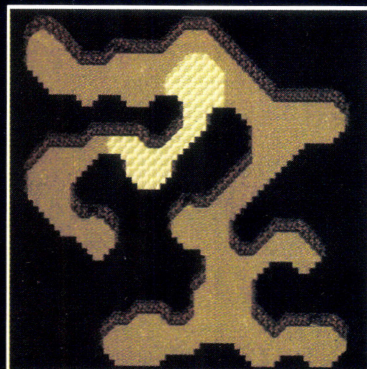


3rd floor

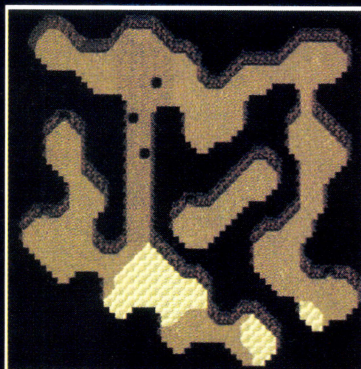
This is your first major stop. The castle is huge and requires extensive investigation.



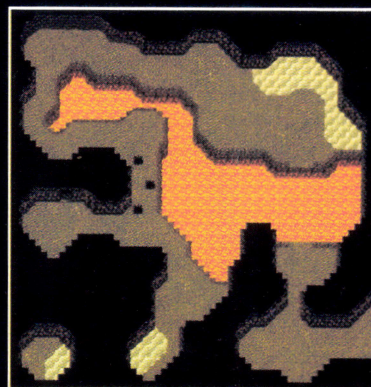
## Underground Cave



Level 1



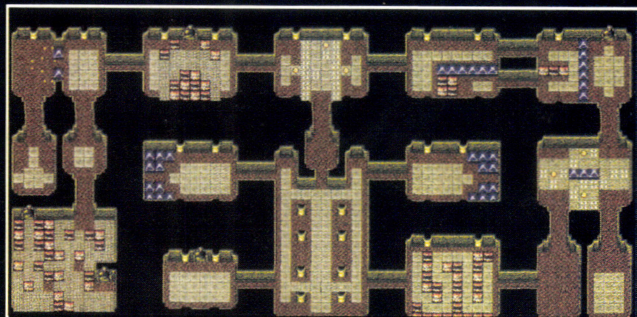
Level 2



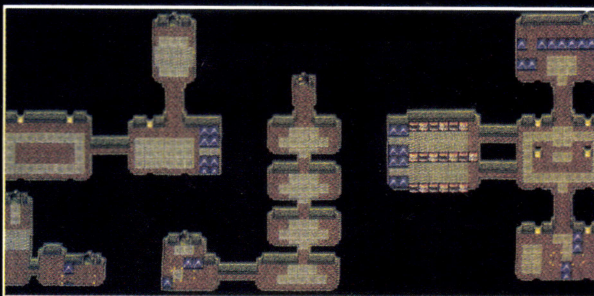
Level 3

This is your first side quest. Very easy and very quick.

## Dungeon



1st floor

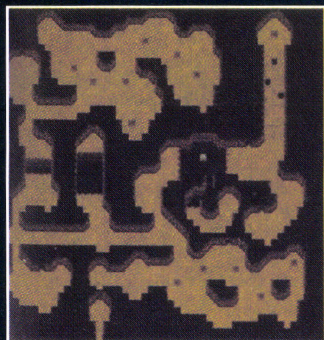


Underground level 1

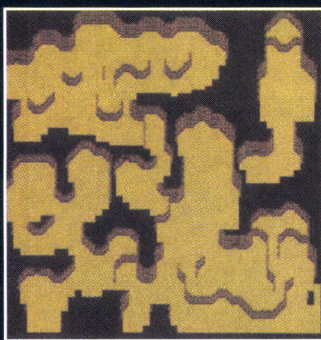
Now for your first mission. You'll need to use the Iron Boots to get past obstacles.



## Gudo Valley



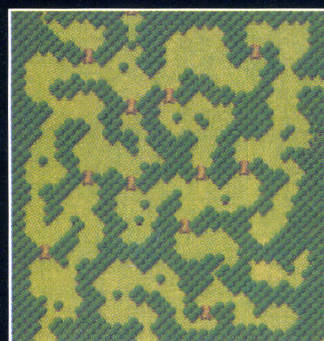
**Area 1**



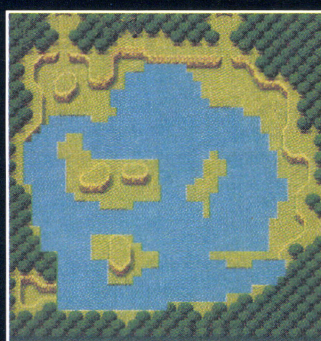
**Area 2**

This is kind of like the Apple Valley, except there isn't any wine...only death!

## Woods Area



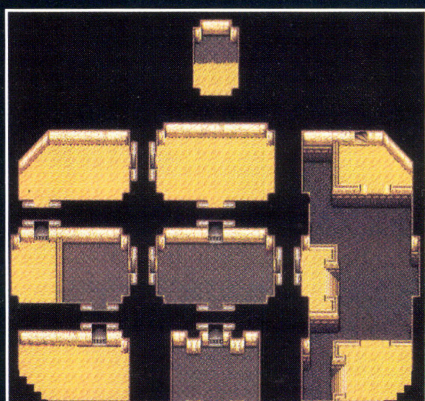
**Area 1**



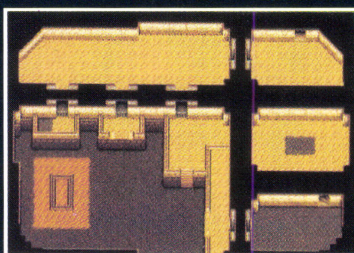
**Area 2**

If you're looking for cute and cuddly forest creatures, you're in the wrong place, bub!

## Sand Labyrinth

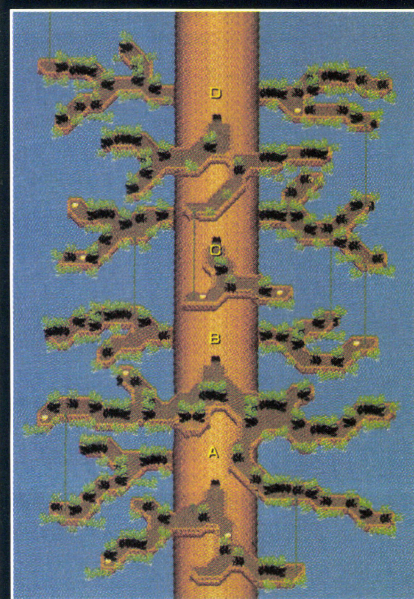


**1st floor**

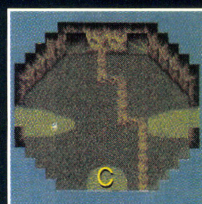
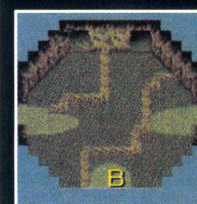
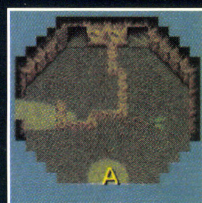
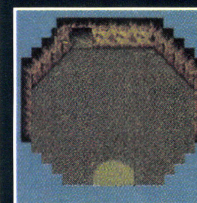


**2nd floor**

## Millennial Tree



**Outside**



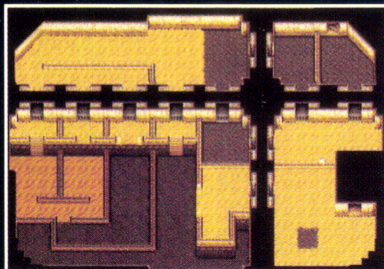
**Inside**

Okay, monkey guy, you think you're tough, eh? Let's see how you do in the Millennial Tree! Aaagggghh!

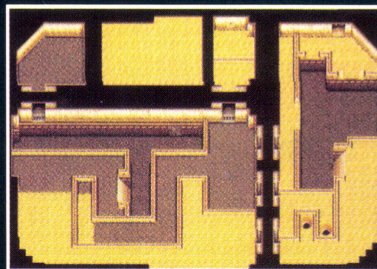


## Sand Labyrinth

continued

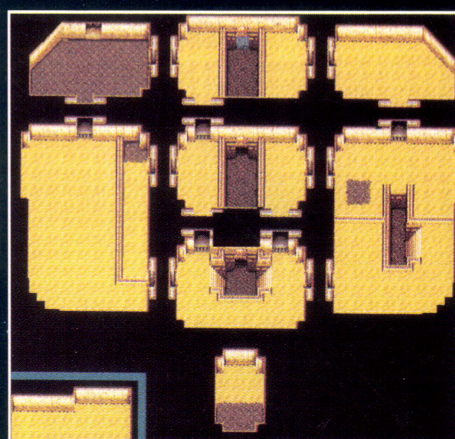


**3rd floor**



**4th floor**

Things are starting to get a little tough, so use caution. You need to obtain the Spark so you can have an easier time in the Water Labyrinth. I use to love playing in the sand, but I married a woman who is allergic to sand. Oh, how I yearn to play with sand just once more.



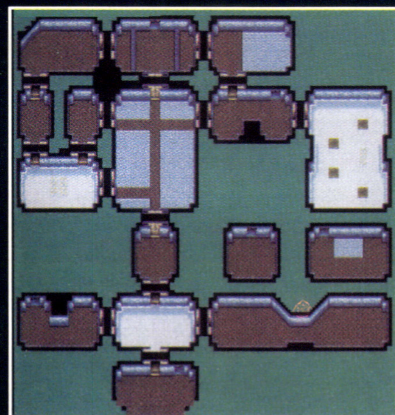
**5th floor**

## Hobbit Village

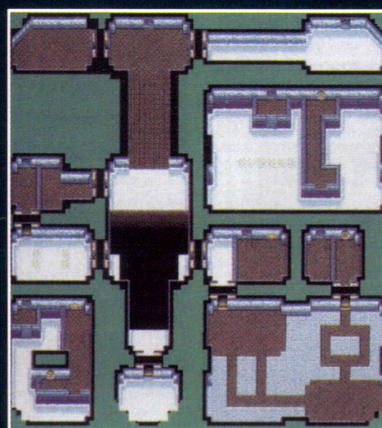
NO MAP

You need to pass through here to get to the Mirror Labyrinth. Be nice to the Hobbits, because Hobbits are people, too.

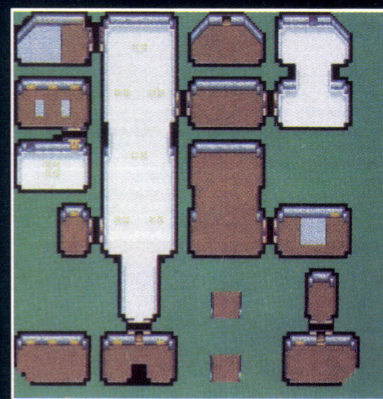
## Water Labyrinth



**1st floor**



**Underground level 1**



**Underground level 2**

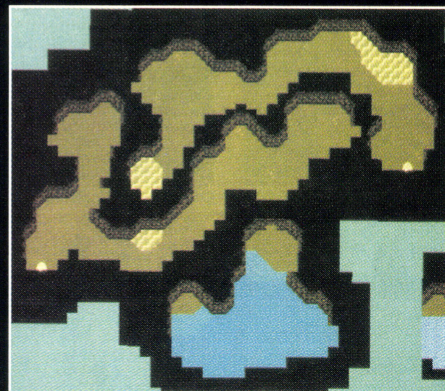
You need to look for the Freeze orb here. This will allow you to get the jumping boots from the Northern Dungeon. The Boss is easily defeated with the Spark.



## Odegan East

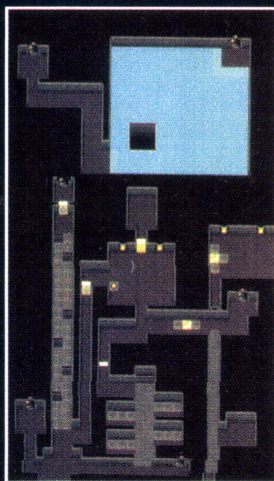


## Sand Maze

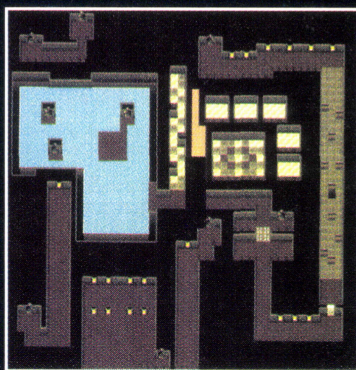


Level 1

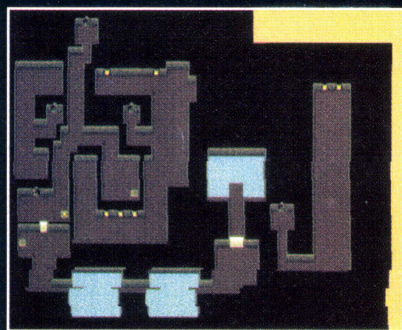
## Northern Dungeon



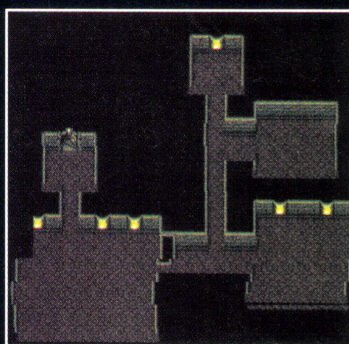
1st floor



Underground level 1



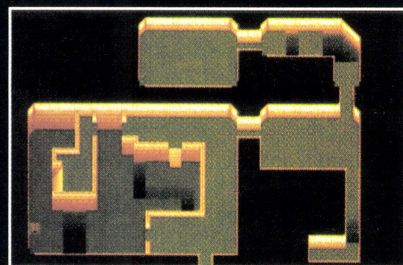
Underground level 2



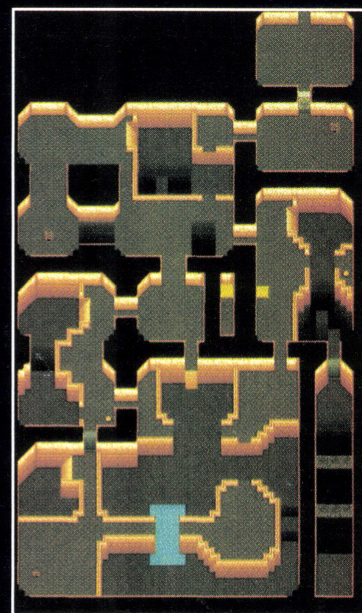
Underground level 3

This is where you obtain the Jumping boots. Next stop: the Fire Dungeon.

## Fire Dungeon



1st floor

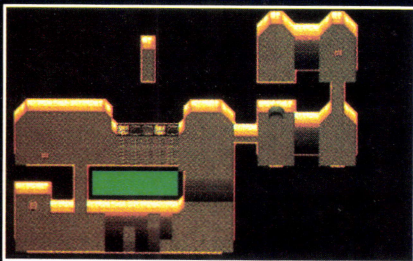


Underground level 1

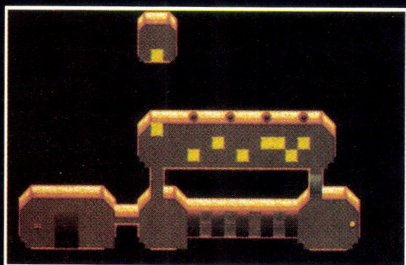




## Fire Dungeon con-



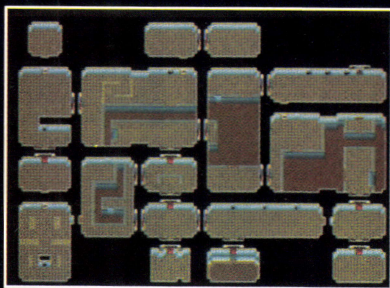
**Underground level 2**



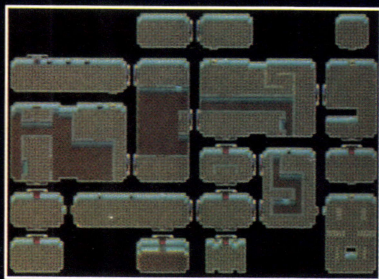
**Underground level 3**

The heat in the Fire Dungeon is nothing compared to the heat you'll feel if you don't get both the Fire Orb and Magic Mirror. You'll find the Mirror on the first level.

## Mirror Labyrinth



**Version 1**



**Version 2 (flipped)**

You will need the Magic Mirror to get in. Your mission here is to get the Pegasus Helm, which is needed to get to the Wind Labyrinth.

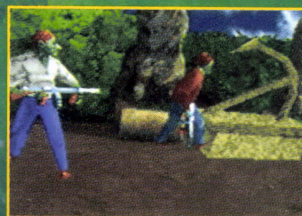
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in shrouds of darkness,

evil awaits you

... and you're all alone

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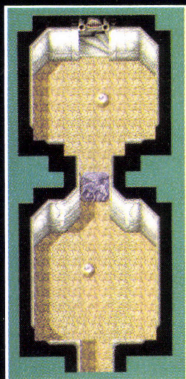
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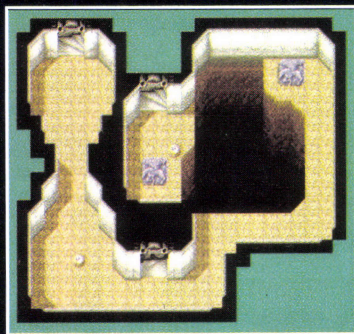
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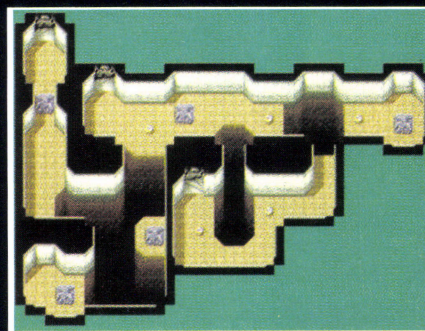
## Wind Labyrinth



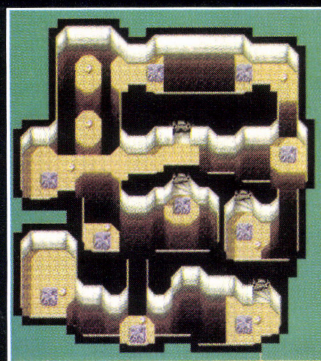
1st floor



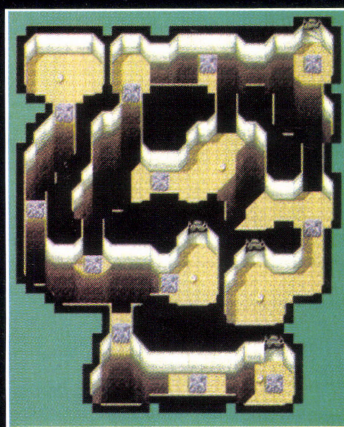
2nd floor



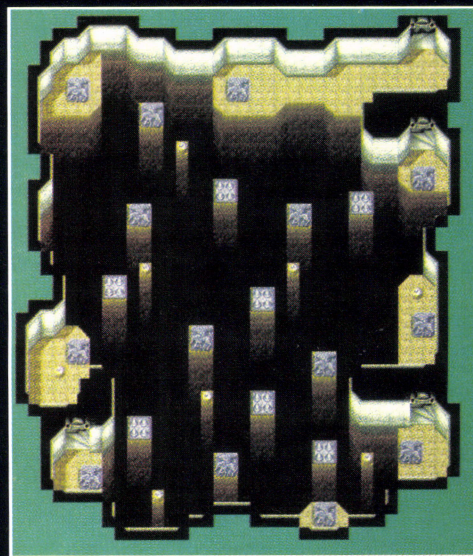
3rd floor



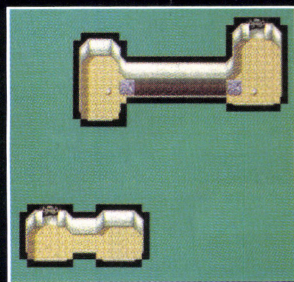
4th floor



5th floor



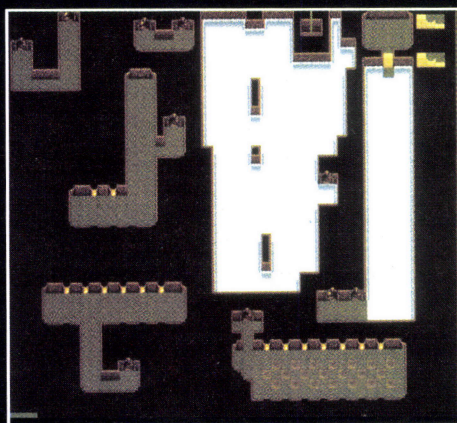
6th floor



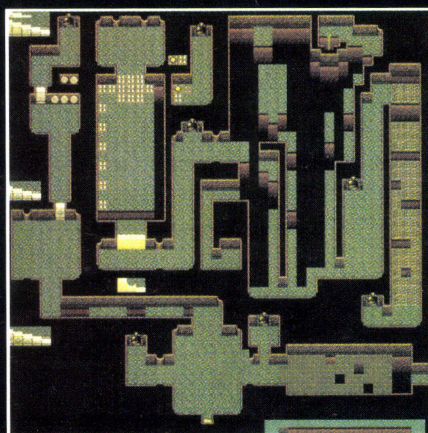
7th floor

Besides a lot of hot air, you'll find the Blast Magic here. Get ready to do some blasting!

## Light Labyrinth



Level 1



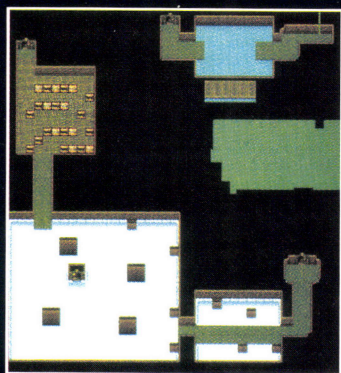
1st floor





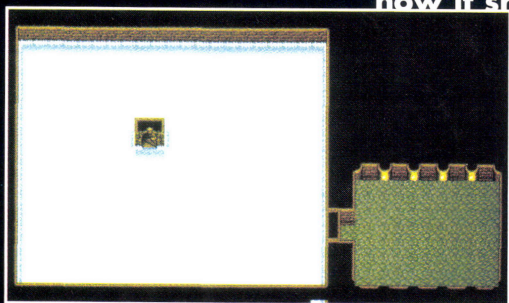
## Light Labyrinth

continued



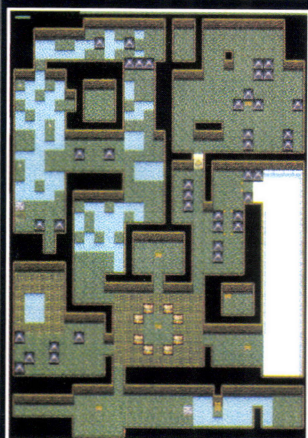
2nd floor

Now that you have the Blast Magic, you can go to the Light Labyrinth. Here you'll obtain the Shining Sword! My, how it shines.

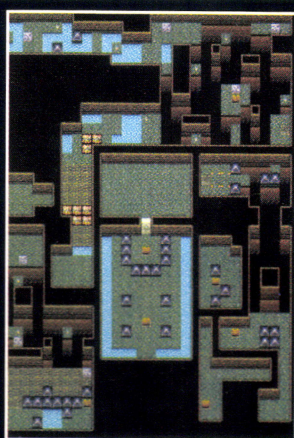


3rd floor

## Secret Maze



Underground level



1st floor



Sky maze

### FINAL SHINE

There are a total of 13 ½-HP globes which are filled up by gems. Red gems increase your Life Stock and there are 14 or more of them to find. There are a whole lot of items to find and combinations to try, so have some fun!

# NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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# Super Dodge Ball



## HOW TO CONTROL

### Offense

- Shoot—A
- Pass—B
- Jump—C
- Feint—D

### Defense

- Catch—A
- Dodge—B
- Jump—C

## NOT YOUR REGULAR GAME OF DB, BABY

Most of you won't be familiar with the team dodge ball style of play, but you will get accustomed to the rules after two or three matches. The main characters are the leaders of their respective teams. Once you defeat a team, you will be given the option to have its leader join yours. The first team you face is composed entirely of characters without any special moves capabilities, so you shouldn't have any problems attaining your first victory. You will then face teams whose leaders definitely have the skill it takes to execute some special maneuvers. You will inherit these special moves once you've demolished their teams. After defeating them, the characters you did not select as members of your team will fight against you in all-star teams before you face the final boss, who is the scary guy you see below!

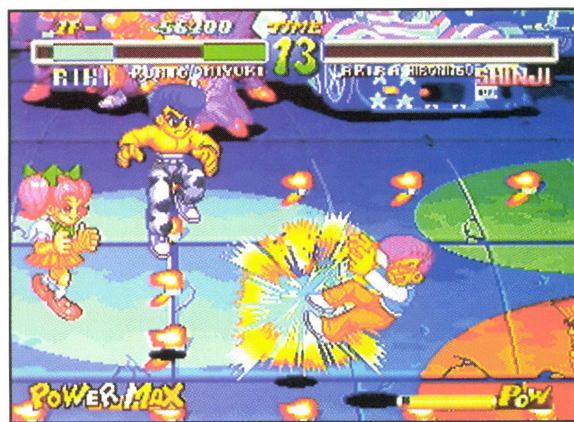


# SUPER DODGE BALL

by Wataru Maruyama

## STRATEGIC MANEUVERS

Aside from using special attacks and normal throwing, there are a wide range of striking options and strategies to be aware of.



**Dash Throw:** → → + A. This attack will hit opponents repeatedly if the ball is not caught.

**Jumping Throw:** C, then A. This allows you to hit your opponent from the air and catch him or her by surprise.

**Jumping Dash Throw:** → → + C, then A. The most effective nonspecial move in the game. If your opponent is close, you can hit them three times by catching the rebound in the air.





## INSIDE TIPS

**First Strike:** When the match is about to begin, time a jump to grab the throw-in from the match supervisor and immediately throw it at the opponent.

**Tug-o-War:** If the opponent starts invading your turf and crosses the boundary to hit you, run toward him and tap the **A** button to gain possession. The winner will receive the ball and usually gets a free hit on the other player.

**Corner Traps:** Be careful when the computer knocks your player into an area where he can repeatedly hit you. Tap the buttons to recover quickly or try to perform a counter when rising.



**Punish the Dizzy:** Make sure to use a special attack when the computer is dizzy. If you have

a character like Miyuki or Sabu who have slow special attacks, use the Dash Throw to pummel the disoriented.

**Fake out the Fools:** The computer opponents hardly ever fall for a fake throw, but human opponents are ripe suckers! The best time to use it is in the Jumping Dash Throw where it can inspire all types of zaniness.

**Almost Useless:** The dodge maneuver is not very effective in avoiding the ball, so stick with catching it or counter-throwing projectiles.



## KUNIO

This veteran of the *River City Ransom* series (which includes beat-'em-ups and various sports-related mischief) is here again. His specials are simply devastating.



**A-Team:** He is definitely one character you should have on your squad when going against the boss. He also has the classic Asian youth gang haircut, complete with brownish hair tinting that we find so irresistible.

<b>Nut Shoot</b>	→ ↓ ↘ + A
<b>Rolling Crash</b>	↓ ↘ → + A
<b>Counter</b>	→ ↓ ↘ + A (without ball)
<b>Royal Strike</b>	→ ← ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B



## RIKI

The cool blue-haired guy sports army pants and a bad attitude. Don't cross him!



**A-Team:** With his hair style from *Bebop High School* (a popular Japanese comic strip), he is ready to rumble, so make sure he's on your side!

<b>Skylark Shoot</b>	→ ↓ ↘ + A
<b>Mach Shoot</b>	↓ ↘ → + A
<b>Counter</b>	→ ↓ ↘ + A (without ball)
<b>Burning Upper</b>	→ ← ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B



## MIYUKI

This cutie plays an integral role in the plot of the game, but it is not required for her to be on your team to see the ending.



**B-Team:** Her specials are slow and not confounding enough. You only need two strong characters on your team to beat the last boss, so you can have her tag along if you want, but take this player's advice: Never trust a big butt and a smile.

<b>Mega-Wendies</b>	→ ↓ ↘ + A
<b>Mouse Flash</b>	↓ ↘ → + A
<b>Mouse Reflect</b>	→ ↓ ↘ + A (without ball)
<b>Love Merry-Go-Round</b>	→ ← ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B







## KENJI



Kenji is so strong, he has to wear cybernetic restraints to contain his power!

**A-Team:** Kenji earns a spot on the premier team due to strong super attacks and tacky fashion sense. Make him the third member of your ultimate team.

<b>Muscle Killer</b>	→ ↓ ↘ + A
<b>Royal Gust Shoot</b>	↓ ↘ → + A
<b>Fist Counter</b>	→ ↓ ↘ + A (without ball)
<b>Friendly Rolling</b>	→ ← ↙ ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B



## SHINJI



The Riki look-alike is also a rumbler, but he takes things in stride and is not as serious.

**B-Team:** This is a close call because he could easily be one of the strong guys, but he lacks the finesse that would categorize him as part of the A-Team.

<b>Bari-Bari Riding</b>	→ ↓ ↘ + A
<b>Rori-Rori Rolling</b>	↓ ↘ → + A
<b>Sharp Flip</b>	→ ↓ ↘ + A (without ball)
<b>Bari-Bari Touring</b>	→ ← ↙ ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B



## MISUZU



Big mama loves you! Come give Misuzu a big wet kiss. Hey, come back here!

**B-Team:** She's a neat character to have on your team and a valued ally against humans, but she's not recommended for use against the computer.

<b>Hyakkan Love</b>	→ ↓ ↘ + A
<b>Sexy in the Sky</b>	↓ ↘ → + A
<b>Kong Reflect</b>	→ ↓ ↘ + A (without ball)
<b>Dynamite Hip</b>	→ ← ↙ ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B



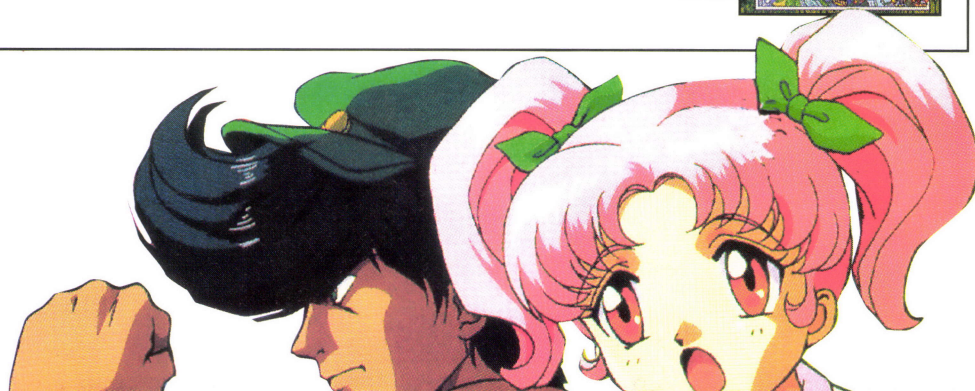
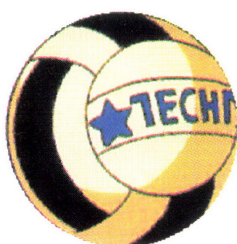
## SABU



The gangster is a favorite among the T&T staff and bears a striking resemblance to our beloved Chief Crispy.

**B-Team:** Like Misuzu, he is good against humans but gets chewed up by the computer. His speed does not help him either. He does have a big gun to shoot the ball with.

<b>"Jingi" Whirl</b>	→ ↓ ↘ + A
<b>"Yakuza" Fire</b>	↓ ↘ → + A
<b>"Yakuza" Reflect</b>	→ ↓ ↘ + A (without ball)
<b>"Ninkyo" Explosion</b>	→ ← ↙ ↓ ↘ → + A (full meter)
<b>Special Pass</b>	→ ↓ ↘ + B





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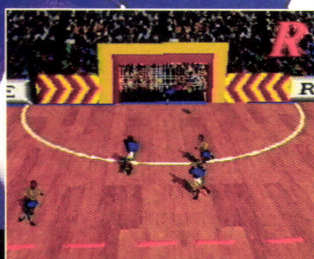
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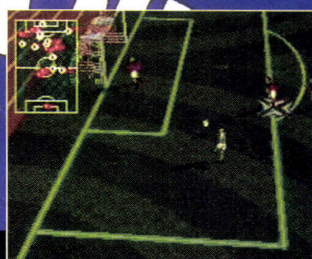
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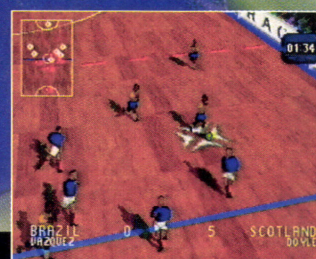
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Virtual On



## strategy guide

CYBER TROOPERS

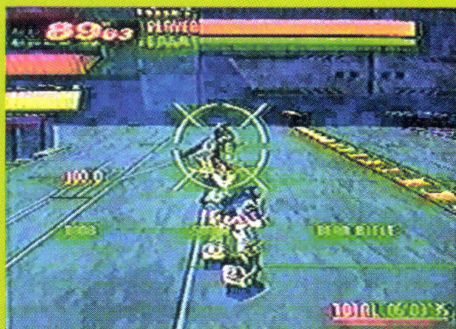
By Christopher Tan  
& Nikos Constant

## what you should know ...

*Virtual On* is the latest arcade video game developed by Sega AM3 (the same development team which gave you *Sega Rally Championship*). Giving arch-rival Namco a taste of its own copycat medicine, *Virtual On* at first glance seems to be stunningly similar to Namco's texture-mapped polygon mech game *Cyber Commando*. Upon further inspection, however, the insightful gamer will discover that *Virtual On* has far more strategy involved than its hide-and-shoot predecessor and competitor.

*Virtual On* bears a certain resemblance to Sega's phenomenal fighting game, *Virtua Fighter 2*, except that this time you get to control huge mechs called Virtuaroids (VRs) rather than martial arts experts, and the game is controlled from a second-person behind-the-mech perspective. This game has been a great hit in Japan, thanks to the large number of Gundam fans there.

## The Screen



You can find the following on the game screen:

1. The life meters for both your VR and the enemy's.
2. The timer. Usually set to 90 seconds against CPU, 60 seconds against human challengers.
3. Three weapons charge gauges, one for each weapon.

You cannot fire a weapon

when its charge gauge is in the red. A red gauge implies that either the weapon is running out of ammo and is recharging, or it may be reloading, or both. There is a difference between charge and reload times.. For example, Belgdor's Napalm has a quick reload time but a slow charge time.

4. A lock-on sight. Lock-on is achieved when the enemy comes into your VR's forward arc, and is displayed as a single circle around your enemy. Most weapons will automatically track your enemy if there is a lock-on. Again, tracking and homing ability are different; tracking means that the projectiles naturally curve towards the enemy, whereas homing ability is defined by the maximum degree of deviation of the projectiles from their original trajectory.

5. A double lock-on sight appears when you come to close quarters with the enemy. When this occurs, some or all of your weapons will switch to close combat mode. Weapons used in close combat mode have their charge gauges in yellow, and do not run out of ammo. However, they are still subject to reload time, in this case referring to the time it takes to withdraw the VR's sword, hammer, arm, etc.

6. Distance meter. Tells you the distance between you and your enemy (in meters).

## THE STORY

The storyline behind *Virtual On* is sort of a cross between the movie *The Last Starfighter* and Orson Scott Card's sci-fi novel, *Ender's Game*. Earth has entered the Virtual Century (V.C.). The entire world is now controlled by a few large syndicates that operate the media and the Earth has entered into yet another dark age. Humans have switched their focus from saving the planet into space colonization. Compared with the Earth, these Terran colonies are expanding and developing at a much greater speed and the syndicates on Earth are wary of this newfound power. In V.C. 0084, one of the syndicates on Earth, DN, has found the ruins of a civilization that houses technology far more advanced than on Earth or any of the other colonies. DN hides this technology and uses it to produce weapons that are much more advanced than its competitors'. These human-esque robots are code-named Virtuaroids (VRs). As it turns out, VRs are inherently difficult to control, and only people who are Virtual On Positive (VO+) can control a VR well. In a discrete attempt to search for these people, DN makes a video game called *Virtual On* and puts it in the local video arcades to test for VO+ players. Unbeknownst to the players, there is a remote control system in each game machine that can link-up the simulators to actual VRs situated on the moon, where DN's VR factory is located. However, the central computer in the VR factory has become self-aware, and takes control of the DN enterprise on the Moon. The ultimate weapon — the Sun Cannon — has been activated by the central computer. Sensing disaster, DN has little choice but to destroy the renegade factory with their VRs. Operation Moongate is put into action, the satellite link-ups are activated, and VO+ players are (unknowingly) used in this real-life wargame. Can you battle your way through the renegade Virtuaroids and destroy the Sun Cannon before it destroys the Earth?

## CPU Game Sequence

1. Temjin
2. Viper II
3. Dorkas
4. Belgdor
5. Bal-Bas-Bow

## 6. Jaguarandi

(mid-boss that can be avoided by completing first five stages in under 2'55"00)

## 7. Apharmd

## 8. Fei-Yen

## 9. Raiden

## 10. Z-Gradt

(final boss that cannot be beaten by letting the 90 sec timer run out)

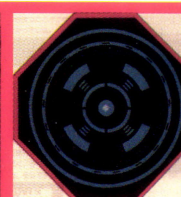


# Advanced Control

VRs can crouch only when firing a weapon. A crouch attack is performed by pulling both sticks inwards → ← and pressing the trigger(s). Most crouch attacks can be performed by simultaneous stick and trigger actions, although in certain crouch attacks, it is easier to pull the sticks inwards a split-second before firing. Generally, crouch attacks have better homing ability and/or faster speed. Most crouch attacks fire into the air, and can thus also be used against opponents in the air.

When a VR absorbs a certain (large) amount of damage in a (short) time frame, it falls down. Get your VR back on its feet (or appendage, in the case of Bal-Bas-Bow) in double-quick time by wiggling the sticks! It is expedient to use only one stick

**Super Dive (Viper II):** Executed in the exact same manner as the Gliding Ram, under the same constraints (full ammo), but with a much higher chance of connecting with the opponent, as the Super Dive has some homing ability. Viper is invulnerable to attacks during the dive phase, as well as for a brief moment upon landing.



## Secret Base



## Virtual On



### Advanced Control MORE

#### Side jump

When executing a normal jump, the initial thrust is straight upwards, meaning to say that your initial air mobility is limited. With a side jump, your VR's jets impart a diagonal-upwards thrust so that you can start moving your VR sideways in the air in the ascent phase. Eg.  $\leftarrow \leftarrow$  then  $\leftarrow \rightarrow$  will make you jump towards the left. Try this out for Viper II and see the difference!

#### Moving squat

You can execute a moving squat if you are walking sideways before performing

a crouch shot. For example,  $\leftarrow \leftarrow$  then  $\rightarrow \leftarrow +$  trigger — your VR walks left, then does a crouch shot while still moving left. This is the advisable way to pull off squat-shots, as the normal crouch attack leaves you frozen in your position while in the attack phase. Diagonal moving squat shots (eg. hold both joysticks forward-left, then press  $\rightarrow \leftarrow +$  trigger) are also possible, though difficult. Forward or backward moving squat shots are, to my knowledge, not possible.

#### Moving squat — directional change

Cute, but it is about as useful as a normal moving squat only.  $\leftarrow \leftarrow$  then  $\rightarrow \leftarrow +$  trigger then  $\rightarrow \rightarrow$  makes your VR walk left, perform a left-moving crouch attack, then move right (while still crouching).

#### Quick recovery after a dash-attack

Jump  $\rightarrow$  cancelling at the end of a dash attack reduces the freeze time. Another way to cut down on recovery-time at the end of a dash attack is to fire a central-weapon (except Raiden's laser) the moment you complete the dash, and then dash away again.

#### Double close-combat attack

When you want to lay an arm on the opponent, why not lay both arms instead? Press the right trigger, then the left trigger, when the double lock-on sight appears around your enemy. Your VR will hit (or, try to hit) the enemy with the right weapon, then the left. You can also press left trigger  $\rightarrow$  right trigger. Double close-combat attacks are most pronounced for Fei-Yen (Slash left, slash right) and Dorkas (Fireball thrower, Sledgehammer).

## Tactics

### Catching your enemy

The most crucial thing in combat is to keep your enemy in sight. This is important for two reasons. First, when the enemy is in your forward arc, there will be a lock-on sight around him. This allows your weapons to track the enemy. Secondly, by keeping the enemy in your sights, you can see what your enemy is going to do, and thus can react much more quickly and accurately.

#### There are three methods to keep your enemy in sight...

1. By turning
2. By jumping (or jump  $\rightarrow$  cancelling). Your VR rotates to face the enemy automatically when you jump.
3. By a dash-attack. Your VR automatically turns to face the enemy when you fire in a dash.

#### The three different methods above should be used in different situations:

If you are behind a cover, far away from the enemy, both turning or jump  $\rightarrow$  cancelling can be used to put the enemy in your forward arc.

If you have just performed a close-range attack and missed, and the enemy has dashed away to evade, turning to locate the enemy is too dangerous since it is slow, and you will get hit if the enemy attacks in the evasive dash. Performing a dash-attack, though possible, results in a loss of attack initiative in the next counter-attack by the enemy. The most suitable way in this case is to do a jump  $\rightarrow$  cancel. This method allows you to quickly reorientate and strike at your enemy when he freezes after the evasive dash.

If your enemy is somewhere behind you, and on the attack initiative, executing a dash-attack is the best way to get out of this hairy situation. Look for the nearest obstacle and dash for cover. Fire a weapon while dashing, and you will face the enemy again. Then, plot your next line of attack.

#### Evading enemy fire

Most of the time in the battlefield, you will not have the luxury of obstacles to cover you. So it is imperative that you learn how to avoid getting hit in open terrain.

For fast VRs like Viper II or Fei-Yen, walking perpendicular to the enemy's shots is fast enough to evade many attacks like Temjin's beam rifle or Belgard's grenade launcher. These VRs can even attack back (while walking) with the hand beam (Fei-Yen) or Vulcan (Viper II). Basically, if you can avoid fire by walking, then don't dash.

For the other VRs, dashing sideways is the most common method of evading. Side dashes are proof against most attacks since they are fast, and perpendicular to the direction of enemy fire. However, it is inexpedient to strike back at your enemy during the side-dash. (Although it is possible to fire your weapon during the side-dash, the recovery time after the dash attack is horrendously long). The best way to overcome this problem is through dash-cancelling. After you have evaded all of the enemy's shots while in the dash, you can cancel it, and immediately strike back. Proper understanding and usage of the dash-cancel manoeuvre is necessary for you to be a skilled VR pilot.

For Viper II, Fei-Yen and Bal-Bas-Bow, jumping is also a good way to evade enemy fire,

as these VRs can travel a relatively long distance in the air. While in the air, you can take evasive action and attack at the same time. Finding an obstacle behind which you can take cover while landing is important, however, because you are defenseless for the split-second that you land. If you have performed a dash-attack, and want to shorten the recovery time at the end of the dash, execute a jump  $\rightarrow$  cancel. Not only does this reduce the freeze time, it is also an evasive manoeuvre in itself. The initial velocity of the jump is high, and weapons with low homing ability can be evaded in this way. Temjin's and Apharmd's bombs are great for defense. The burst radius of the bomb neutralises all projectile weapons (including Raiden's laser).

#### Attacking

Although most weapons in this game have some degree of homing ability, your enemy can evade them easily, simply by dashing (or even walking, for the faster VRs). So what can you do to successfully and consistently hit the opponent? The basic theory behind getting your hits in is to time your shots such that they hit the enemy when he freezes (ie. when recovering from a dash, jump, etc.). Of course, this is easier said than done, as your opponent most probably knows this as well, so ultimately the pilot who can control the tempo of the game will have the upper hand. Forcing your enemy to dash or jump before you do gives you the attack initiative. Also, apart from tempo, it is important to know which direction to dash-attack. A side-dash-attack by the enemy should be countered by a forward-dash-attack. In this way, your enemy's shots

will go wide, while yours will stay true. See the topic on Thrust Vectoring for a more detailed explanation.

#### Miscellaneous

Viper's super dive can be easily evaded by jumping. However, Viper's homing beam when launched from the air will almost certainly hit you if you try to jump to avoid it. If an enemy Viper is overhead (such that you cannot see him), and you don't know which attack he is going to use, stay calm and listen! The homing beam make a "ding" sound when it is fired. So if you hear this sound, dash away, otherwise, jump!

Apharmd's side-dash-bomb attack has no burst effect, and thus cannot be used for defence purposes.

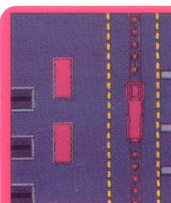
Raiden's laser, although a projectile weapon, is the strongest close-range weapon in the game because it comes out faster than any sword, tongfer or arm-blow. So unless you're directly behind, don't even think of slashing him. If you are really die-hard about close combat, use a crouch attack. Temjin's crouch sword, in particular, can duck underneath Raiden's lasers and sweep him off the floor.

Dorkas squats when launching his phalanx, and if you time it correctly, you can actually duck beneath Temjin's sword, Apharmd's tongfer or even Raiden's laser!

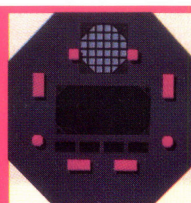
Dorkas' spinning hammer can be guarded against, as it is considered a close-range move. Also, when facing the enemy, if you time the guard motion properly (not too early, otherwise it doesn't register; not too late, otherwise you can't guard the attack in time), you can block Temjin's Gliding Ram or Viper's Super Dive as well! (Just tried it out with a friend...)

## Check It Out!

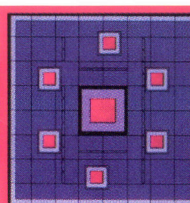
Look carefully at the design of every VR's back. A white Sega Saturn (white is the color of the Saturn in Japan) is incorporated into each. Is this the VR's power source?



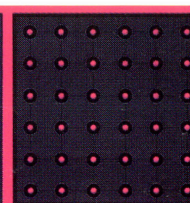
Space Dock



Moon Base



Death Trap



Nirvana

## MISSION STAGES





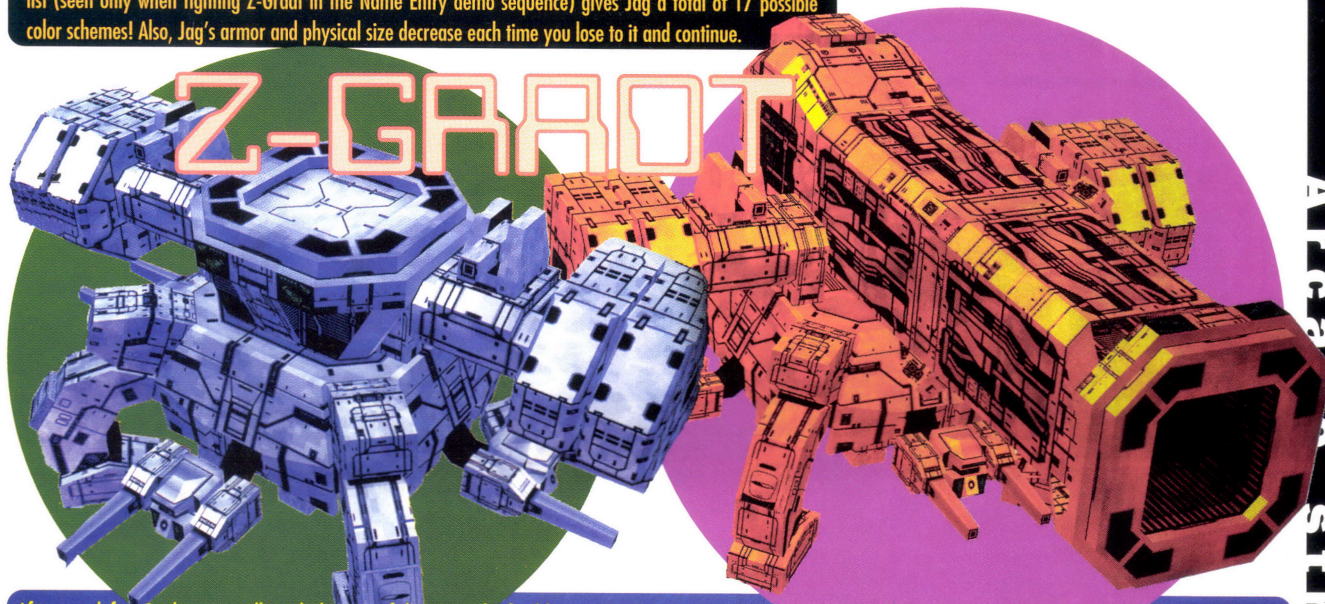
The mid-boss of this game, Jaguarandi, is actually not a real Virtuaroid created by DN, but is instead a simulacrum based on residual data left in the beta test copy of the Virtual On simulator. DN recruited a young boy as a tester for the VO simulator, and all of his combat records were stored in the computer's memory bank. Later, these records of his opponents were pulled up from the memory bank and melded into a single, mega-VR: Jaguarandi. Exactly why DN included this simulated VR in the final release version of Virtual On is unclear. All that is known is that DN has no plans to remove this bug from the program.

Jaguarandi is an absolute nightmare for the unprepared, and many believe that it is even more powerful than the final boss. Imagine a VR with the maneuverability of Temjin, tougher armor than Raiden, an 8-way laser and an enhanced bazooka, and you can begin to understand the headaches it can cause.

Jaguarandi has three weapons: a bazooka, a 4-way missile and an 8-way laser. The bazooka is the main weapon of Jaguarandi. Fast and powerful, it takes just three hits of its bazooka to kill a VR (two hits if you are using Viper II). Fortunately, the bazooka's homing ability is limited. Fast VRs can evade bazooka attacks by walking sideways. Heavier VRs have to dash to evade Jaguarandi's bazooka, but do NOT dash attack, as Jag can hit you with its forward dash bazooka when you recover from your dash. 4-way missiles are much easier to avoid - simply position yourself in any gap between the missiles. If you are standing in front of Jag when he launches the missiles, they cannot hit you. So stay calm when he fires and act accordingly! You can also try to evade it by jumping. Likewise, you can avoid Jag's 8-way laser by positioning your VR in between the lasers. Incidentally, the lasers travel at a slower speed than the missiles! Jaguarandi will enter into berserk mode when it is facing you at a distance of 100-300m. In this mode, it will continuously use its missiles and lasers in succession. Plot your path through the gaps and counter-attack!

Jaguarandi appears after the fifth round of combat if you average more than 35 seconds in each round of the first five stages, but can be avoided otherwise (ie. if you finish off the first five characters in under 2'55"00). It marks the transition from Earth-based simulator combat to Moon-based real-time combat.

Some interesting things about Jag: It mimics the color of its opponent! Adding its own (original) color to the list (seen only when fighting Z-Gradt in the Name Entry demo sequence) gives Jag a total of 17 possible color schemes! Also, Jag's armor and physical size decrease each time you lose to it and continue.



After you defeat Raiden, you will reach the core of the ruins. The final boss, Z-Gradt, is waiting for you. It has five different weapons at its disposal: a Ring laser, a Chain laser, floating mines, Phalanx and a Mega-laser cannon. Z-Gradt will attack you with the first four weapons in the beginning, during which time there is an energy field around it. Your attacks will sap only a miniscule fraction of its energy. After firing the second set of mines and phalanx batteries, however, Z-Gradt undergoes a transformation to fire its mega-laser cannon. Its color turns from grey to gold at this time. This is the chance to strike back hard because its energy field is lowered. Literally a golden opportunity! The basic strategy against Z-Gradt involves constant evasion, up to the point where it transforms. Once it starts to do so (you can tell by the color change), close the distance between your VR and Z-Gradt so that you only need to move a short distance to avoid the mega-laser. Use your VR's most powerful weapon first, followed by the right-hand weapon. Don't dash while shooting; the standing or walking shot is much more effective. Be sure not to get hit by the mega-laser! After Z-Gradt fires the cannon and raises its energy shield once again (turning back to grey), dash away and wait for the second transformation. You have to destroy Z-Gradt within the time limit (90 seconds) in order to complete the game.

If you lose all of your energy, or you are at a lower energy level than Z-Gradt at the end of 90 seconds, you can continue by inserting another credit. However, if you run out of time and have a higher energy level than Z-Gradt, your VR simulator disengages from the satellite link-up, the core chamber blows up and you cannot continue (but the computer credits you with the win over Z-Gradt in the Highest Winning Streak list.)

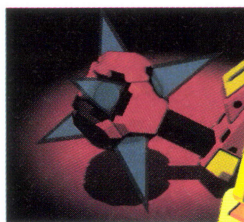
Point of note: Whether Z-Gradt undergoes two or three transformations in the course of 90 seconds depends on how badly it is damaged at the first transformation. The more damage it sustains in the first transformation, the more times Z-Gradt lowers its energy field.



# Virtual On



A stripped-down version of Raiden. Armor levels are reduced to allow for greater mobility (compared to Raiden.) It was originally designed for long-range support attack. Consequently, its homing missiles can hit enemies from miles away. But because the homing missile launchers are located on the shoulders, it is very unbalanced and tends to fall down easily. Weapons: Grenade, Napalm, Homing Missile.



srv-07-d  
**BELGDOR**

## Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
BELGDOR	24.9	—	39.9

## Weapon Strength Table — BELGDOR

	DAMAGE	SPEED	HOMING
GRENADE	2	6	2
NAPALM	6	2	2
HOMING MISSILE	8	4	8

## Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
BELGDOR	5	4	1

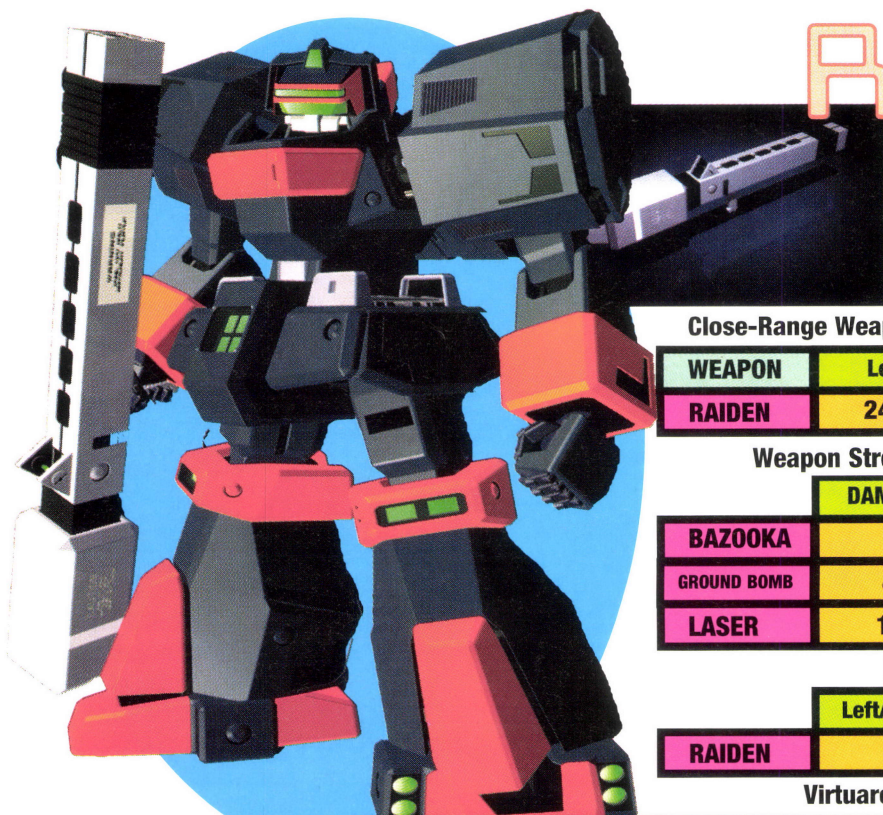
## Virtuaroid Ability Comparison (1-10 Scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
BELGDOR	7.5	5.5	6.25	4.5	8	5.75



hbw-05-e  
**RAIDEN**

Raiden has great firepower. Its laser is the most powerful weapon in the game. Raiden is also the most well-armored VR. However, its maneuverability is among the lowest. Weapons: Bazooka, Ground Bomb, Laser.



## Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
RAIDEN	24.9	—	49.9

## Weapon Strength Table (1-10 scale) — RAIDEN

	DAMAGE	SPEED	HOMING
BAZOOKA	8	6	4
GROUND BOMB	4	2	2
LASER	10	2	2

## Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
RAIDEN	5	4	1

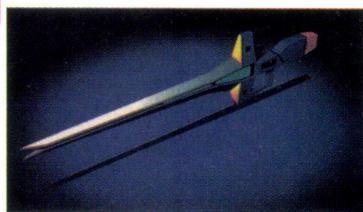
## Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
RAIDEN	4.5	5	8.75	4.5	8.75	9.5



# mvb-04-b TEMJIN

The most all-rounded VR in the game. It is fast, well-armored and has good weapons. Excels in close- to mid-range combat. Comparatively, its right-hand weapon is the most deadly in the game. Weapons: Beam Rifle, Bomb, Beam Sword.



Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
TEMJIN	14.9	99.9	54.9

Weapon Strength Table (1-10 scale) — TEMJIN

	DAMAGE	SPEED	HOMING
BEAM RIFLE	6	6	4
BOMB	2	2	2
BEAM SWORD	8	2	2

Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
TEMJIN	7	7	1

Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
TEMJIN	7	6.25	6	8.25	6.25	6.25

# srv-14-a FEI-YEN

The only female VR in the game, Fei-yen is the fastest of them all. Compared with Viper II, Fei-Yen is more agile, but she does not have quite as good a weapon system. But when her life is reduced to half, she will switch into Hyper Mode and all her attacks will then be twice as powerful. Weapons: Hand Beam, Bowgun, Heart Beam.

Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
FEI-YEN	64.9	—	44.9

Weapon Strength Table (1-10 scale) — FEI-YEN

	DAMAGE	SPEED	HOMING
HAND BEAM	2	8	4
BOWGUN	6	4	6
HEART BEAM	8	2	10

Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
FEI-YEN	7	6	2

Virtuaroid Ability Comparison (1-10 scale)

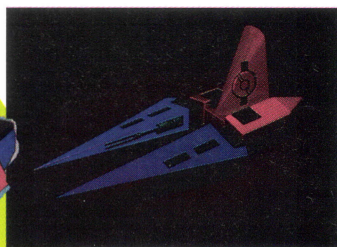
	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
FEI-YEN	10	8.75	7.5	5	6	4.5



# Virtual On



## trv-06H-h VIPER II



Viper II's design is based loosely on the skeleton of Temjin. It has great jumping ability and superb dashing speed, but loses the majority of its armor in the trade-off. It has the least armor for any VR, but its weapon system is one of the best. Weapons: Vulcan, 7-Way Missile, Homing Beam.

### Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
VIPER II	44.9	—	44.9

### Weapon Strength Table (1-10 scale) — VIPER II

	DAMAGE	SPEED	HOMING
VULCAN	4	8	2
7-WAY MISSILE	6	2	6
HOMING BEAM	8	2	8

### Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
VIPER II	5	5	5

### Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
VIPER II	8.75	8.75	6.25	5	7.5	2.5

A lower-cost version of Raiden, but it packs just as much punch. Its Phalanx can pass through obstacles, and its hammer has great homing ability. Moreover it has a low center-of-gravity and does not fall down easily. Dorkas excels at close- to mid-range combat. Weapons: Fireball, Hammer, Phalanx.

### Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
DORKAS	29.9	—	59.9

### Weapon Strength Table (1-10 scale) — DORKAS

	DAMAGE	SPEED	HOMING
FIREBALL	4	6	4
HAMMER	4	2	8
PHALANX	8	2	4

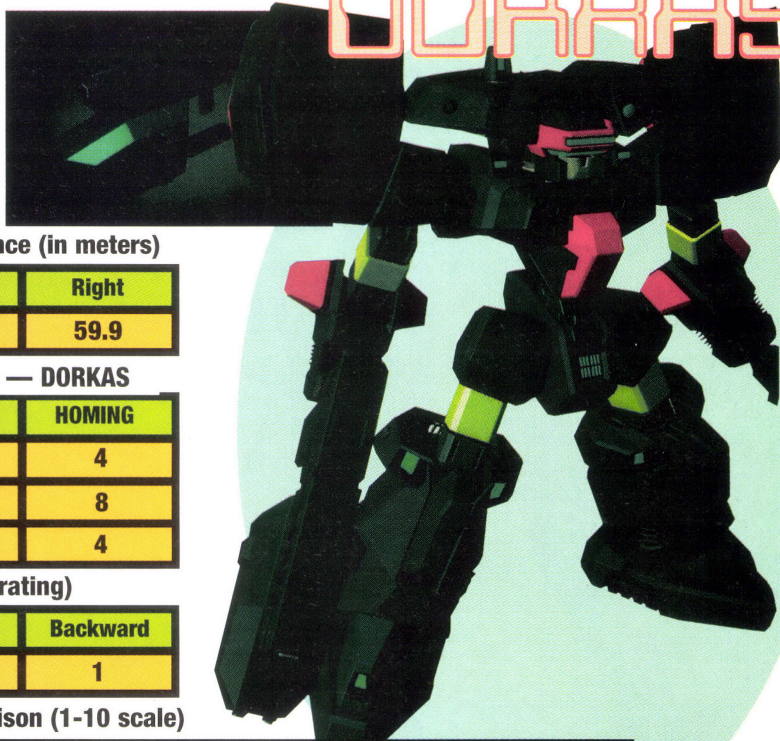
### Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
DORKAS	5	4	1

### Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
DORKAS	5.75	5	7.5	7	7.5	7.5

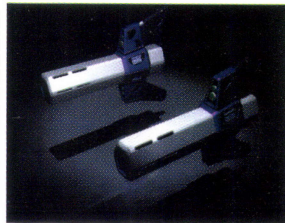
## hbv-10-b DORKAS







A prototype VR. It has no legs and is quite slow on the ground, but it has awesome jump abilities. Its weapons do not do much damage but they are difficult to evade, especially the floating mines. Bal-Bas-Bow is considered by many to be the weakest VR in the game. Weapons: Ring Laser, Floating Mines, Hand Bit.



Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
BAL-BAS-BOW	24.9	—	44.9

Weapon Strength Table (1-10 scale) — BAL-BAS-BOW

	DAMAGE	SPEED	HOMING
RING LASER	4	6	2
FLOATING MINE	2	4	10
HAND BIT	4	2	8

Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
BAL-BAS-BOW	7	2	4

Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
BAL-BAS-BOW	3.75	9.25	7.5	3.75	6.25	4.75



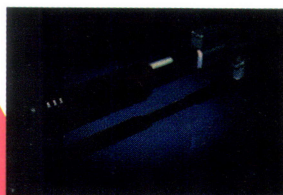
xbv-13-T

BAL-BAS-BOW

mbv-09-c

APHARMO

Another VR based on the Temjin design, but modified for close range combat. Apharmd has better armor and higher speed than Temjin, and its tongfer is the most fearsome close-range weapon in the game. Unfortunately, its shotgun is quite useless. Great skill is required in controlling Apharmd. Weapons: Shotgun, Bomb, Tongfer.



Close-Range Weapon Activation Distance (in meters)

WEAPON	Left	Central	Right
APHARMD	14.9	139.9	54.9

Weapon Strength Table (1-10 scale) — APHARMD

	DAMAGE	SPEED	HOMING
SHOTGUN	4	4	4
BOMB	4	2	2
TONGFER	10	2	4

Relative Dash Speeds (1-10 rating)

	Left/Right	Forward	Backward
APHARMD	5	10	1

Virtuaroid Ability Comparison (1-10 scale)

	Mobility	Jump Jets	Power	Close Combat	Weaponry	Armor
APHARMD	6.5	6.25	8.25	10	5	7.5





# BLONDES?

# OR BEASTS & BEHEMOTHS.

IS THAT A BABE  
IN LEOTARDS  
GIVING YOU AN  
AEROBICS WORKOUT...

OR IS IT A FLAMING FIEND  
FRESH FROM THE PIT  
WHO WANTS HIS CLAWS  
IN YOUR CHARRED CORPSE?



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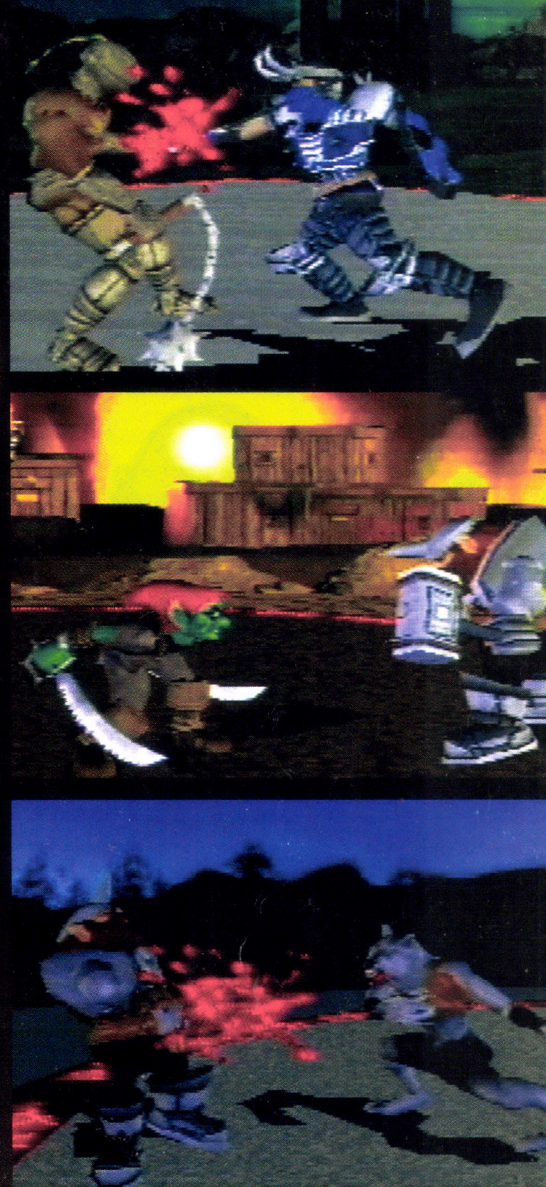
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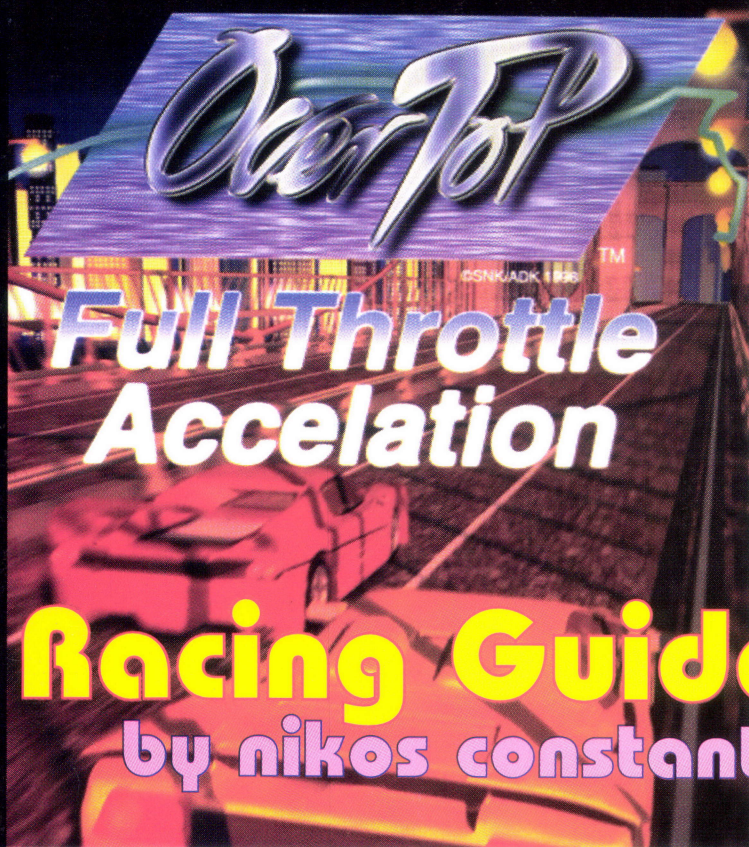
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# Racing Guide

by nikos constant

- There are eight different difficulty settings in *Over Top*. The first six are fairly easy; just concentrate on taking all of the shortcuts and you'll finish the race with ease. 7 and 8 are a different story. Not only must you take the shortcuts, but you can't crash at all or you won't have enough time to finish the race.
- The other cars can be aggressive—don't let them run you off the road.
- Not all shortcuts are good for the car you're driving. Sometimes you might get slowed down because of the terrain. A good example of this is the water shortcut on Stage 2.
- You can set a course record on each separate track, but it doesn't give you any kind of bonus at the end of the game.
- Beep the horn often. It's fun.

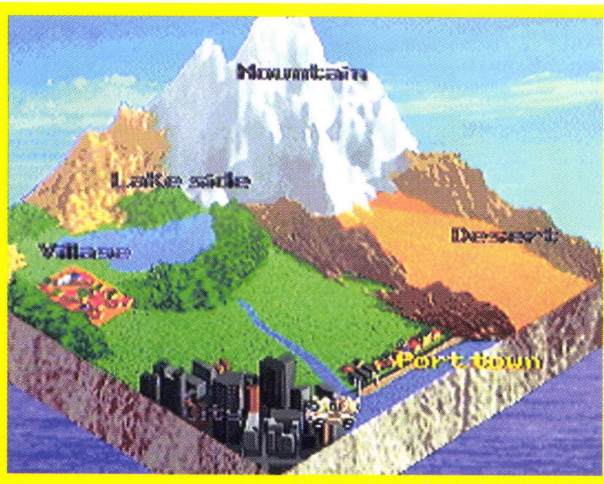
**RANKING**

1	3'53"72	NRG	15
2	3'53"19	NRG	15
3	4'04"52	NRG	15
4	4'06"31	NRG	15
5	4'10"50	NRG	15

what you should know...

## terrain

The variety of terrain in *Over Top* is what makes the game difficult to beat. Learn what's best for your car and take the paths that you can go fastest on. There are seven types of terrain: pavement, cobblestone, dirt, sand, snow, water and rock. The maps show what type of terrain you'll be encountering on each course. Use the maps as speed guides.



## short cuts

On the hardest levels, the only way you're going to finish the game is by taking short cuts. Except for the first course, City, all of the tracks have at least one shortcut to take. Use the maps to memorize where all of the shortcuts are located and get used to taking them every time. This will save you some quarters and you'll be able to race longer.

## steering

Turning in *Over Top* is a bit awkward because you have to use the joystick. Learn how to powerslide by tapping the brake before you enter a turn, then slamming the joystick in the direction you want to turn. Once you've started your slide, use the joystick to keep the car under control through the turn. The faster cars will easily slide out of control, so you'll want to decrease your speed along with tapping the brake before a turn.





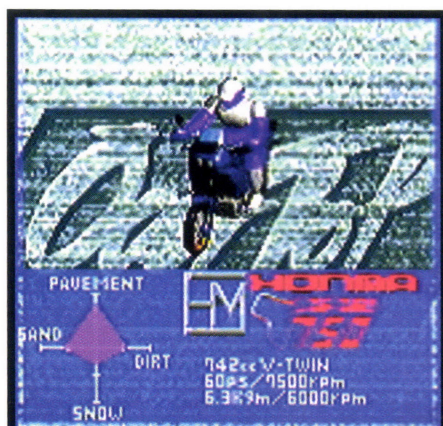
**The Craftwork is the only vehicle that can go fast through the water shortcut on the Lakeside course. A great car; lots of fun.**



The Honma is fast and rages through all terrain except for the snow. Control is a bit shaky, but the speed makes this bike a winner.



Betty's favorite, the Plot is a little Honda that's OK overall, but the handling really bites the big one. A winner, but you won't break any records.





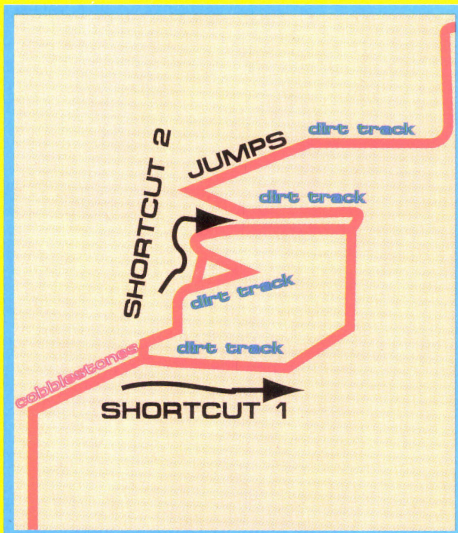
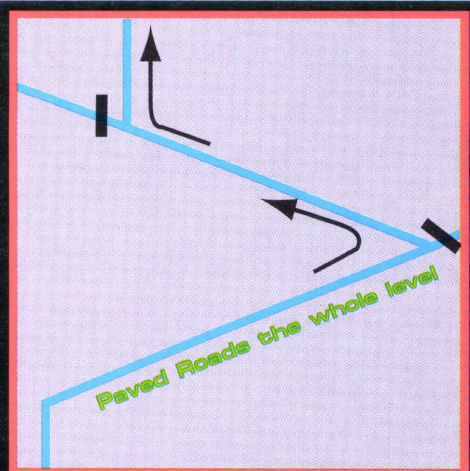


# Course Maps



The City course is easy, but there are two tricky turns that can hang you up. The first big left turn is sharp, but easy to manage unless you're using one of the sports cars or the motorcycle. The second turn (to the right) is easy to take, but if you get hung up, you'll be losing a lot of time. Even though it looks like there's a secret path on the map, the black bars are barriers that are impenetrable. No matter what Chris B. says, there is no way to get through those walls, so don't think that there's a shortcut there. It's just a trap to get you to spend more of your quarters by having you get hung up on the turns. Don't be fooled, you won't be saving any time whatsoever.

## stage 1 city



There's one big shortcut on the Village course, and it's located right at the start. Even though you think you should be following the cobblestones to the left, keep going straight and adjust to the right. You'll go under a block of trees and save yourself a bunch of time.

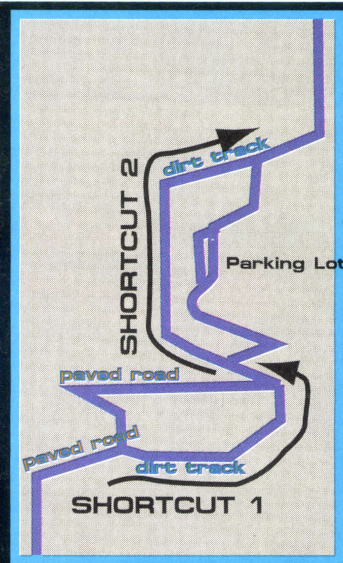
## stage 2 village



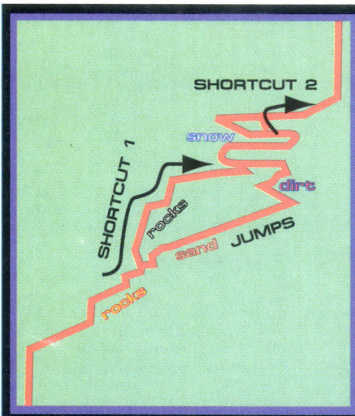
The first shortcut is similar to the one on stage 2. Go straight instead of turning at the beginning of the race and you'll find it. The second shortcut is only good for the Jeep. You'll jump off the pier and into the water, where you can gain a lot of precious time. The other cars will slow down in the water.



## stage 3 lakeside







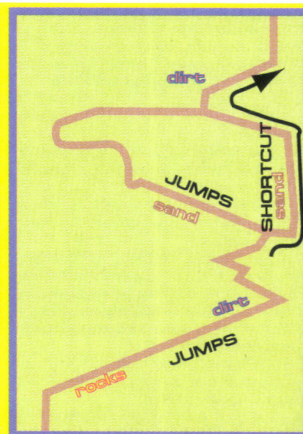
**The snow shortcut is key because you'll make fewer mistakes in sliding through the snow.**



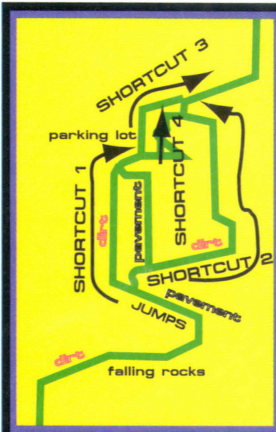
**Shortcut 1 has a lot of rocks, so don't use a sportscar.**

## stage 4 mountain

**There's only one shortcut through the desert but it saves the most time. Take the right fork and follow the road around the desert town. Stay on the worn path, because if you stray you might get stuck in one of the grooves that blocks your path. Also, don't hit any palm trees or you'll get stuck. This is the most important course if you want to win the whole game. Miss the shortcut, lose the race.**



## stage 5 desert

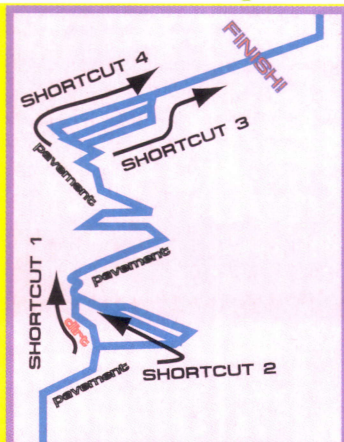


**Two strange shortcuts here. The map makes you think you're going into water, but there's actually a road past the cones. The second goes through a parking lot and takes a lot of skill.**

## stage 6 port town



**The shortcuts in the Park stage require a lot of finesse, but aren't very long. The most important is the one on the first turn. Keep going straight through the dirt.**



# stage 7 park









"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game

## DOOM

### Chainsaw Trick

Sorry, but there are no cheats in the Super NES version of *Doom*. No stage-select, no "God mode," no free power-ups. However, there is an interesting programming "bug" involving the weapons which can be used to your advantage. First, you need to find a chainsaw. With the chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake.

Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead," which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations; like most bugs, the results can be unpredictable, but it's likely to be the only Super NES *Doom* tip you'll ever find.

## DOUBLE DRAGON V: THE SHADOW FALLS

### Stun Disable

When the Main Menu Screen appears, press Down, Down, Left, Up, R, R, and L; now your character can't be dizzied in the game.

### Throw Disable

Press R, Right, L, L, Left, Left, R, R at the main menu screen.

## EARTHWORM JIM

### Cheat Codes

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A  
Nick Jones Code: Y, A, B, B, A, Y, A, B  
Level Skip: A, B, X, A, A+X, B+X, B+X, X+A  
Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left  
Extra Life (one time only): B, B, A, X+Y, A, A, A, A  
Extra Life (repeat whenever necessary): B+X, B, B, B, A, A, X, A  
Energy Refill (once per level): A, B, X, Y, Y, X, B, A  
Energy Refill (repeat whenever necessary): A+X, B, A, B, B, X+Y, B, A  
Ammo Refill: A+X, B, A, B, X, X, X  
Plasma Power-Up (one time only): A, A, B+L, A, A, X, B+L, X  
Plasma Power-Up (repeat whenever necessary): A+X, B, B, A, A, X, B+L, R  
Extra Continue (one time only): A, B, A, B, X, Y, X, Y  
Extra Continue (repeat whenever necessary): Y+X, B, Y, B, X, B, X, X  
Map View Mode: A, X, A, X, A, A, A, A  
Warp to "What the Heck?": Y, X, Y, X, A, B, A, X  
Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down  
Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L  
Warp to "Level 5": A+B, B+X, X+Y, Left,

### Left, Right, Left, Right

Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R  
Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left  
Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B  
Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

## EARTHWORM JIM 2

### Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

### Secret Move

To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.

### Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snot Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

### Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (\*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.
- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People," "Inflated Head" and "Hammer Head."
- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.
- The "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.

Bright "Pause" Screen—A, A, A, A, A, A, A, A  
Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT  
Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT  
Invincibility—A, A, X, A, Left, Right, Right, Left

Map View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B  
Energy Refill \*—A, B, X, SELECT, SELECT, X, B, A  
Energy Refill—X, SELECT, X, B, X, SELECT, X, A  
Ammo Refill \*—X, X, X, X, X, X, SELECT  
Ammo Refill—SELECT, X, X, X, X, X, SE-LECT  
Extra Life \*—SELECT, Left, SELECT, Right, SELECT, Left, SELECT, Right  
Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT  
Extra Continue \*—A, A, A, A, A, A, A, A  
Extra Continue—A, SELECT, A, B, X, Y, X, Y  
10 Extra Meal Worms \*—A, A, B, A, Y, B, Y

81 Meal Worms—A, B, A, B, A, B, A  
Mega Plasma Gun—X, X, X, A, A, A, SE-LECT  
3 Finger Gun—X, X, X, A, A, X, SELECT  
Homing Missiles—X, X, X, A, A, B, SE-LECT  
Barn Blaster—X, X, X, A, A, B, X, SELECT  
Bubble Gun—X, X, X, A, A, B, A, SELECT  
Bomb Teleport—X, X, X, B, B, B, B  
Invisible Soil—A, B, A, A, X, B, SELECT  
Warp to "Lorenzen's Soil"—A, X, Left, Right, X, Left, Right, Left  
Warp to "Puppy Love 1"—Left, Right, A, B, X, Left, Right, A  
Warp to "The Villi People"—A, B, X, A, B, X, Left, Right  
Warp to "The Flyin' King"—A, B, X, Left, Right, Left, A, B

Warp to "Puppy Love 2"—Down, Right, A, B, X, Left, Right, A  
Warp to "Udderly Abducted"—Up, B, X, Left, Right, Down, A, X  
Warp to "Inflated Head"—Up, Down, X, A, B, Y, Left, Right  
Warp to "ISO 9000"—A, B, X, Left, Left, Right, Left, Right  
Warp to "Puppy Love 3"—Up, Right, A, B, X, Left, Right, A  
Warp to "Level Ate"—X, X, Down, Down, A, Left, Right, Left  
Warp to "See Jim Run—Run Jim Run"—A, B, X, Left, Left, Left, Left, Right

## EQUINOX

### Invincibility

At the title screen, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. The copyright box will turn green if you did the trick correctly.

## EXTRA INNINGS

### Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the L and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

## F-1 ROC II RACE OF CHAMPIONS

### Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks.

### Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

### Sound Test

Press L, R, L, R, L, R, L, R, L, R on Controller 2. The number "100" will appear in the corner of the screen.

### Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a *Breakout*-style game that you can play with up to four players.

### Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

## F-ZERO

### Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class.

## FATAL FURY

### Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The *Fatal Fury* logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

## FIFA INTERNATIONAL SOCCER

### Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.  
Super Kick: Press B, A, then B eight times.  
Invisible Walls: Hit Y three times, X, A three times, B.  
Crazy Ball: Press X, A, B, Y, Y, B, A, X.  
Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)  
Super Goalie: Press A five times, then Y five times.  
Super Offense: Press R five times, L, R.  
Super Defense: Press L five times, R, L.  
Dream Team: Press A twice, B twice, Y twice, X twice.

## FINAL FIGHT 2

### "Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter.

## FIREPOWER 2000

### Power Up

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bullet tokens to power up.

## GRADIUS III

### Extra Credits

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

### Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE".

### Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

### Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1.

### Demo Mode

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

### 30 Extra Ships

At the title screen, press and hold L and then press A, A, A, START.

### Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause.

### System Reset

Hold L, R and START, then press SELECT to reset the machine without pressing the RESET button.

## HAGANE

### Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

## HYPHER ZONE

### Sound Test

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

## THE IGNITION FACTOR

### Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

### Secret Level

If you hold both the L and R buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

## JAMES BOND JR.

### Level Passwords

Level 3: 0007  
Level 4: 3675  
Level 5: 9025  
Level 6: 1813  
Level 7: 3353



## JUDGE DREDD

**Stage Select + Energy Gain**  
When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

## THE JUNGLE BOOK

**Level Select/Cheat Mode**  
At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the **Start/Options** screen and enter the **Options** menu. You'll find that there is now a level select and a "Cheat" option.

## JURASSIC PARK II

**Infinite Continues**  
At the Mission Select screen, press **L, L, R, R, L, L, R, R, L, L, R, R, L, L, R, R, R**. Now you can continue the game indefinitely.

## KENDO RAGE

**Stage Select**  
Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

## KILLER INSTINCT

**Boss Code**  
At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

**Speed Codes**  
The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

**Slow Speed:** Hold **Left + R + A + B**  
**Fast Speed:** Hold **Right + L + X + Y**  
**Faster Speed:** Hold **Right + R + A + B**  
**Fastest Speed:** Hold **Left + L + X + Y**

**Easy Combo Breakers**  
At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

**Stage Select/Music Select**  
When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

**Up+L:** Ice Temple  
**Up+R:** Castle Roof  
**Up+X:** Ice Sculpture  
**Up+Y:** Skull Room  
**Up+A:** Desert Roof  
**Up+B:** City Roof  
**Down+L:** Canyon Bridge  
**Down+R:** City Street  
**Down+X:** Lava Pit  
**Down+Y:** Bloody Arena  
**Down+A:** Factory  
**Down+B:** Fireplace  
**Down+B** (on both controllers): Sky Arena

## KING OF DRAGONS

**Two-Player Same-Character Code**  
Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.  
**99 Continues**  
Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

## KIRBY'S DREAM COURSE

**Change Name**  
To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L, R** and **A** simultaneously to get to the Name Entry screen.

## KRUSTY'S SUPER FUN HOUSE

**Cheat Password**  
Enter the password **JOSHUA** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

## THE LAWNMOWER MAN

**Super Cheat Mode**  
Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpaue. Tap the **L** or **R** button repeatedly to play in slow-motion.  
**Stage Select**  
With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpaue, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

**Infinite Lives**  
While the cheat code is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.  
**Stage Skip**  
With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

## LEMMINGS 2: THE TRIBES

**Sound Test**  
At the title screen, point to the knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

## THE LOST VIKINGS

### Level Passwords

Level 02: GR8T  
Level 03: TLPT  
Level 04: GRND  
Level 05: LLMO  
Level 06: FL0T  
Level 07: TRSS  
Level 08: PRHS  
Level 09: CVRN  
Level 10: BBLS  
Level 11: VLCN  
Level 12: QCKS  
Level 13: PHRO  
Level 14: C1R0  
Level 15: SPKS  
Level 16: JMNN

Level 17: TTRS  
Level 18: JLLY  
Level 19: PLNG  
Level 20: BTRY  
Level 21: JNKR  
Level 22: CBLT  
Level 23: HOPP  
Level 24: SMRT  
Level 25: V8TR  
Level 26: NFLR  
Level 27: WKYY  
Level 28: CMBO  
Level 29: 8BLL  
Level 30: TRDR  
Level 31: FNTM  
Level 32: WRLR  
Level 33: TRPD  
Level 34: TFFF  
Level 35: FRGT  
Level 36: 4RN4  
Level 37: MSTR

## MADDEN 96

**Secret Teams**  
To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press **A, B, B, A**.  
'80 Falcons—Highlight the Falcons, press **L, Y, B, R, A**.  
'73 Bills—Highlight the Bills, press **A, L, A, B, Y**.  
'85 Bears—Highlight the Bears, press **Y, A, B, B, A**.  
'81 Bengals—Highlight the Bengals, press **R, A, L, L, Y**.  
'65 Browns—Highlight the Browns, press **A, L, L, R, B**.  
'78 Cowboys—Highlight the Cowboys, press **B, A, R, B, Y**.  
'77 Broncos—Highlight the Broncos, press **B, R, A, Y**.  
'62 Lions—Highlight the Lions, press **B, A, R, R, Y**.  
'67 Packers—Highlight the Packers, press **B, A, Y, B, A, L, L**.  
'80 Oilers—Highlight the Oilers, press **A, R, A, B, Y, A**.  
'68 Colts—Highlight the Colts, press **B, A, L, B, A, L, L**.  
'69 Chiefs—Highlight the Chiefs, press **B, L, L, Y, R, A, Y**.  
'72 Dolphins—Highlight the Dolphins, press **L, R, B, B, B**.  
'76 Vikings—Highlight the Vikings, press **B, R, A, L, L**.  
'85 Patriots—Highlight the Patriots, press **R, A, Y, B, A, R, Y**.  
'79 Saints—Highlight the Saints, press **Y, A, L, L**.  
'86 Giants—Highlight the Giants, press **L, B, L, A, R, R, Y**.  
'68 Jets—Highlight the Jets, press **A, R, R, A, Y**.  
'77 Raiders—Highlight the Raiders, press **B, Y, B, Y, L, A**.  
'60 Eagles—Highlight the Eagles, press **A, L, L, Y**.  
'78 Steelers—Highlight the Steelers, press **L, A, Y, B, R**.  
'68 Rams—Highlight the Rams, press **B, A, R, L, Y**.  
'81 Chargers—Highlight the Chargers, press **A, Y, R, B, A, L, L**.  
'84 49ers—Highlight the 49ers, press **B, A, Y, A, R, Y, A**.  
'78 Seahawks—Highlight the Seahawks, press **A, L, A, R**.  
'79 Buccaneers—Highlight the Buccaneers, press **Y, A, R, R**.  
'82 Redskins—Highlight the Redskins, press **L, Y, B, R, L**.  
NFLPA Free Agents—Highlight the Panthers, press **L, Y, B, R, A, R, Y**.  
Tiburco Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**.  
EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**.

**15-Second Quarters**  
To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y, A, Y, A, R** on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

**Super Bowl Win Screen**  
To see a sneak preview of the victory ending that appears when you win the Super

Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L**.  
**Reset Game Stats**  
To access a programmer's secret debugging screen, hold the **START, SELECT, L, R** and **A** buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing **Down, B, Y, L** and **R** simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

## MADDEN NFL '95

**Expansion Teams**  
Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L, R, L, R**, and **A** to play as the Jaguars, or press **L, R, L, R**, and **Y** to play as the Panthers.

## MAGIC SWORD

**Secret Menu**  
Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

## MECHWARRIOR 3050

**Stage Passwords**  
Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.  
Mission 1—BM8RMN  
Mission 2—65C816  
Mission 3—B1GBND  
Mission 4—FSPRNG  
Mission 5—YHWX11  
**Unlimited Ammo**  
Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

**Invincibility**  
You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

**Play as an Enemy Mech**  
Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

## MEGA MAN VII

**Hidden Versus Mode**  
Choose the password option from the title screen and enter the password **1 4 1 5 / 5 8 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is  $\downarrow \rightarrow \rightarrow \rightarrow Y$  and his Leg Breaker is  $\downarrow \downarrow + B$ . Bass' Buster Kick is  $\rightarrow \downarrow \rightarrow \rightarrow Y$  and his Sonic Crasher (while jumping) is  $\rightarrow \rightarrow \rightarrow Y$ . Both fighters can block by quickly pressing **Up** twice.

## MEGA MAN X 2

**Diagnostic Test**  
Hold the **B** Button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.  
**Dragon Punch**  
You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violon and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head









and press Y; highlight "C", hold **START** and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold **START** and press A; highlight "Y", hold **START** and press B.

Kirby: Highlight "C", hold **START** and press B; highlight "K", press A; highlight "■" (the space character), hold **START** and press Y. Snake: Highlight "G", hold **START** and press A; highlight "O", hold **START** and press Y; highlight "F", hold **START** and press B. Falco: Highlight "J", hold **START** and press A; highlight "F", press A; highlight "■" (the space character), hold **START** and press Y. Muskett: Highlight "M", hold **START** and press B; highlight "C", hold **START** and press B; highlight "M", hold **START** and press Y.

Hill: Highlight "N", hold **START** and press A; highlight "D", hold **START** and press B; highlight "H", hold **START** and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold **START** and press A; highlight "X", hold **START** and press Y.

Weasel: Highlight "R", hold **START** and press B; highlight "A", hold **START** and press A; highlight "Y", hold **START** and press Y.

Brutah: Highlight "L", hold **START** and press A; highlight "G", hold **START** and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold **START** and press B; highlight "N", hold **START** and press A.

Facime: Highlight "X", hold **START** and press B; highlight "Y", hold **START** and press B; highlight "Z", hold **START** and press A.

Blaze: Highlight "B", hold **START** and press Y; highlight "L", press A; highlight "Z", hold **START** and press Y.

Kid Silk: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "K", hold **START** and press Y.

Scooter Pie: Highlight "H", hold **START** and press A; highlight "T", press A; highlight "P", hold **START** and press Y.

Moosekat: Highlight "M", hold **START** and press B; highlight "P", hold **START** and press Y; highlight "F", press A.

Air Dog: Highlight "A", hold **START** and press Y; highlight "I", press A; highlight "R", hold **START** and press B.

#### Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

#### NHL '94

##### Password

Play in the Stanley Cup Finals as the LA Kings (vs. Montreal): BJFC1CCM1XX9VJDG

#### THE NINJA WARRIORS

##### Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

##### Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START.

#### OGRE BATTLE

##### Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter FIRE-SEAL as your name. You must answer seven questions before beginning the game.

#### ON THE BALL

##### Passwords

Switch Balls: GFXJF

Change Gravity: ZLJJP

Sound Test: NRRRP

Best Time: ZNGGX

#### OUT OF THIS WORLD

##### Passwords

Section 1: LDKD

Section 2: HTDC

Section 3: CLLD

Section 4: LBKG

Section 5: XDDJ

Section 6: FXLC

Section 7: KRKC

Section 8: KLFB

Section 9: DDRX

Section 10: HRTB

Section 11: BRDT

Section 12: TFBF

Section 13: TXHF

Section 14: CKJL

Section 15: LFCK

#### PAC ATTACK

##### Passwords

Level 90: BTF

Level 91: NSM

Level 92: QYZ

Level 93: KTT

Level 94: FGS

Level 95: RRC

Level 96: YLW

Level 97: PNN

Level 98: SPR

Level 99: CHB

Level 100: LST

Game End: JFK

#### PAC-IN-TIME

##### Stage Select

Enter the password LVDYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left on the D-pad and hold the L and R buttons; while holding those buttons, press **START** to get the stage-select menu. Use L, R, X and Y to change the stage number.

#### PAC-MAN 2: THE NEW ADVENTURES

##### Play the Original Pac-Man

Enter the password PCMNDPW.

##### Play Ms. Pac-Man

Enter the password MSPCMDN.

##### Play the Mine Cart Levels

Enter the password FFTDB2W.

##### Sound Test

Enter BGMQRST.

##### Time Trial

Enter TRMLDPWP.

##### Pattern Test

Enter PCMNPTT.

#### THE PEACE KEEPERS

##### Start Story Mode with All Six Characters

At the Jaleco logo, hold L, R and A and press **START**. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player" menu.

##### Two-Player Same-Character Code

At the title screen, highlight "1P Game."

Hold L, R and Down on the D-pad on both controllers—the cursor should move down to "2P Game"—then press **START** on Controller 1. Now both players can choose the same fighter.

##### Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press  $\downarrow \rightarrow \rightarrow X$  very quickly.

##### Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character.

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stalag 17" stage.

If you play as Prokop up to the Ozymandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending.

#### PILOTWINGS

##### Passwords

Level 2: 985206

Level 3: 394391

Level 4: 520771

Level 5 (Heli): 108048

Level 6: 400718

Level 7: 773224

Level 8: 165411

Level 9: 760357

##### More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the A button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

#### PINK PANTHER IN PINK GOES TO HOLLYWOOD

##### Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

##### Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

##### Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

##### Stage Skip

To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level.

#### PITFALL: THE MAYAN ADVENTURE

##### Direct to 2600 Pitfall!

At the title screen press **SELECT**, A, A, A, A, A, **SELECT** and **START**.

#### POCKY & ROCKY

##### Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. Next, press **START** for the stage select menu.

#### POWER INSTINCT

##### Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch

in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press **START**.

#### PREHISTORIK MAN

##### Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold the L button and press **START** to return to the title screen. Next, highlight "Game Start", hold the R button and press **START**. With this code in place, you can skip to the end of the current stage at any time if you press and hold the **SELECT** button. To bring up a stage-select menu, just press the **START** button to pause, then hit **SELECT**.

#### PRIMAL RAGE

##### Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, Left, Left, Right, Right, Left, Right, A. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

#### PRINCE OF PERSIA

##### Passwords

Level 1—BRNGBB9

Level 2—MRG5L2X

Level 3—B6+TWNN

Level 4—923NRDX

Level 5—LQHWTVR

Level 6—CGKDBZ2

Level 7—TH4Q+8

Level 8—VXPNBY2

Level 9—QLLIWHR

Level 10—HWB93VX

Level 11—7F39R1B

Level 12—H9T2D8N

Level 13—7TXF+9V

Level 14—H+KX3L7

Level 15—GZ9MRJZ

Level 16—84CPBC6

Level 17—QQNL2PV

Level 18—4Q7TMMH

Level 19—QHJIGI7

Level 20—H8J12+Y

#### RADICAL REX

##### Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

#### THE REN & STIMPY SHOW: VEEDIOTS!

##### Hear the Whole Theme Song

At the beginning of the game, the theme song fades away when the demo begins. Press the L and R buttons to hear the whole thing.

#### RISE OF THE ROBOTS

##### Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invisibility: Up, Up, Up, Up + any button

##### Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up

Mantis Kick: Down, Toward, Up

##### Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

##### Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another.

#### ROAD RUNNER'S DEATH VALLEY RALLY

##### 75 Lives Code

At the title screen, hold Left, **SELECT**, Y, R and **START**. Continue to hold these buttons









## Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

### Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press **Jump** to warp to the upper part of the "White Land" course.

## SUNSET RIDERS

### Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press **START** on controller 2. You can keep playing as Player Two with a full set of continues.

## SUPER BATTLETANK: WAR IN THE GULF

### Pause Cheat

Fire your machine gun at any target and press the **START** button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

## SUPER BOMBERMAN

### Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to microscopic size.

### Passwords

#### Stage 1

Part 1: 5555

Part 2: 7503

Part 3: 5543

Part 4: 0513

Part 5: 5522

Part 6: 7564

Part 7: 3535

#### Stage 2

Part 1: 0055

Part 2: 4005

Part 3: 0043

Part 4: 5012

Part 5: 7024

Part 6: 5064

Part 7: 0034

#### Stage 3

Part 1: 5453

Part 2: 7402

Part 3: 3444

Part 4: 0412

Part 5: 2423

Part 6: 0464

Part 7: 4434

#### Stage 4

Part 1: 6154

Part 2: 4103

Part 3: 7144

Part 4: 5114

Part 5: 1122

Part 6: 4164

Part 7: 0135

#### Stage 5

Part 1: 5252

Part 2: 7204

Part 3: 5244

Part 4: 6213

Part 5: 4224

Part 6: 1264

Part 7: 3232

#### Stage 6

Part 1: 0652

Part 2: 3605

Part 3: 7645

Part 4: 5615

Part 5: 7623

Part 6: 4665

Part 7: 1635

## SUPER BOMBERMAN 2

### Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

### Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one

of several different colors.

### Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

### Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

## SUPER BUSTER BROS.

### Level Select

Press **START** at the title screen; then, when the "Select Game" screen appears, press **L, R, R, L, Up, Down**. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START**.

## SUPER CONFLICT

### Mission Select

At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unit area. Press **L** and **B** to light the new area.

## SUPER GHOULS 'N GHOSTS

### Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

## SUPER MARIO KART

### Character Shrink

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

### Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

### 2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

### Ghost Racer Save

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

### Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSH-ROOM CUP" and press **L, R, L, R, L, R, R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

### Extra Credits

To earn extra credits, finish three races in the exact same position.

### Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press **A** to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press **L** or **R** to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

## SUPER MARIO WORLD

### Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and

the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.

### Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

## SUPER MARIO WORLD 2: YOSHI'S ISLAND

### Bonus Stage Menu

At the map screen, hold the **SELECT** button and press **X, X, Y, B, A**. A top-secret menu of bonus games will appear, including a pair of two-player games.

## SUPER NOVA

### Boss Mode

When the Taiko logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

## SUPER PUNCH-OUT!!

### Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

## SUPER PUTTY

### Stage Skip

Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

## SUPER R-TYPE

### Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press **R + A + SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

### Power-Up Code

At the title screen, press **Down, R, Right, Down, Right, Right, Down, Right, Down, Down**. Start the game, press **START** to pause and press **R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right**. Select Power-Ups by pressing **A** for Sky Attack Laser, **B** for Ground Attack Laser, **X** for Reflect Laser, **Y** for Spread Laser or **R** for Shot Gun Bomb. Next press either **A** for Homing Missile or **X** for Spread Bomb.

## SUPER SLAP SHOT

### Change Team Skills

Enter the password ".BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

### Inverted Players

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

## SUPER SMASH T.V.

### Sound Test

On the one/two player select screen, press **Left, Right, Left, Left, Right**, to call up the sound test screen. Press the **START** button to exit.

### Up to Seven Lives and Seven Continues

On the one/two player select screen, press **Down, Left, Right, Up**. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven

lives, and from four to seven continues.

### Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

### Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

## SUPER STAR WARS

### Sound Test + Screen Codes

During the game, press and hold **Y, X, B, A** simultaneously; while holding these, press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under **SOUND TEST** have changed. Repeat this trick several times until you've revealed the following two codes: **X, B, B, A, Y** for five continues and **Y, Y, X, X, A, B, X, A** for the light saber. Enter these codes at the title screen as described under "Debug Menu" below.

### Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

### Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A, B, X, Y, SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's **X** and **Y** coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

## SUPER STAR WARS: THE EMPIRE STRIKES BACK

### Change Intro

When the Menu Screen first appears, press **Y** four times. If you hear Darth Vader say, "Impressive" press **START**. Wait for the *Star Wars* logo to fade, then use the **D**-pad and **L** and **R** buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

### Sound Test

When you're on any of the side-scrolling stages, press and hold, in order, **A, B, X**, and **Y**.

## SUPER STAR WARS: RETURN OF THE JEDI

### Extra Continues

At the title screen, quickly press **A, B, A, Y, A** and **X** to receive four extra continues.

### Warp to Ending

Quickly press **A, B, A, B, A, B, A, B** at the title screen to go directly to the end credits.

### "Easy" Level Passwords

Tatooine: RLQGMN

Jabba's Hall: ZJLMRJ

Jabba's Palace: LZLKJF

Rancor Pit: VTYMZX

Sail Barge: QZNFPF

Inside Barge: VKCDDF

Speeder Bike: ZCTKFC

Evok Village 1: QYXYHB

Evok Village 2: LFVLTQ

Endor: QDQGHK

Millennium Falcon: CPMRZY

Power Generator: CDWLTY

Inside Death Star: BPFFZQ

Millennium Falcon: RMNVLC

Tower: RVKFKG

Tower Entrance (Vader): VQXDQJ

Emperor's Chamber: HLQMLV

Millennium Falcon 1: VQJGWf

Millennium Falcon 2: ZZSTXZ

"Brave" Level Passwords

Tatooine: BGFSMH







## THE ADVENTURES OF BATMAN &amp; ROBIN

## Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC.")

## AERO THE ACRO-BAT

## Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the **Start/Options** screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

## Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

## AFTER BURNER (32X)

## Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

## ALADDIN

## Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

## Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, A** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

## ALIEN 3

## Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and un-pause.

## ALISIA DRAGON

## Cheat Mode

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

## Stage Skip: Press C.

Warp to Stage 1: Press **C**, then press and hold **C**.

Warp to Stage 2: Press **C**, then press and hold **B**.

Warp to Stage 3: Press **C**, then press and hold **B** and **C**.

Warp to Stage 4: Press **C**, then press and hold **A**.

Warp to Stage 5: Press **C**, then press and hold **A** and **C**.

Warp to Stage 6: Press **C**, then press and hold **A** and **B**.

Warp to Stage 7: Press **C**, then press and hold **A, B** and **C**.

Warp to Stage 8: Press **C**, then press and hold **START**.

Refill Damage Meter: Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.

Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

## ALTERED BEAST

## Sound Test

At the title screen, press **A, C, Right, START** and **Up** all at the same time.

## ARCUS ODYSSEY

## Act 8 Passwords for All Characters

Jedda Chef: KJCBNHXYR

Bead Shira: KRDE2IXS

Diane Fireya: IJXBU2JOHOB

Erin Gashuna: HJKBQYIZPK

## ARNOLD PALMER TOURNAMENT GOLF

## Hidden Game

Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Game Over screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You can play a limited version of *Fantasy Zone* until you reset the game.

## New Improved Caddy

Enter ffffffffdffff9999999999999999 at the password screen for a more experienced caddy.

## Hit the Ball Long Distances

Enter your name as EVE.

## ARROW FLASH

## Invincibility

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

## ASTERIX &amp; THE GREAT RESCUE

## Level Passwords

Level 2—INSULA

Level 3—CONDOR

Level 4—VIENNA

Level 5—AVALON

Level 6—DULCIS

## BARKLEY: SHUT UP AND JAM!

## Passcodes

3MJK 1VZ3

3MGH 2VVW

3MQR 2X9M

3MNP 217N

3MST 7161

3MBC 7208

## BARKLEY: SHUT UP AND JAM! 2

## Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** + **D-Pad** in the direction of the hoop.

## Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C** + **D-Pad** in the direction of the hoop) from the opposite end of the court.

## All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

## Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

## Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

## Play as Sir Charles in Tournament Mode

If you win the tournament 8-0 and get a triple-double during the last match, a "Continue" message will appear. Answer **YES** to restart as Barkley (Tournament Mode only.)

## BATMAN

## Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

## BATMAN: RETURN OF THE JOKER

## Passwords

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBST

Level 6-1: FFHG

Level 6-2: CKQG

Level 7-1: GPZT

## BATTLETECH

## Passwords

Level 2: STJNNN

Level 3: GRBCHV

Level 4: BBYLND

Level 5: BMBRMN

Infinite Ammo: BRN521

## BATTLETOADS/DOUBLE DRAGON

## Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

## BEAST WRESTLER

## Passwords

The following codes are for SP ATTACK

MAGNUM DASH (1st Act): Vs. Voulaine (Match 2)—MONSTER-RQYQYQMQQFAQKQ

Vs. Airhohle (Match 3)—MONSTER-RQYQYQMQQVAQSA

Vs. Vantor (Match 4)—MONSTER-RAAQYQMWWQGAQSU

Vs. Dycoon (Match 5)—MONSTER-RAAQYQMWWQGAQCU

Vs. D-Biton (Match 6)—MONSTER-RAAAWQMWWQPYAQKA

The following codes are for SP ATTACK

MAGNUM DASH (2nd Act): Vs. Unknown (Match 1)—MONSTER-RAAAWQMWWQPYAQKA

Vs. Ulvolos (Match 2)—MONSTER-RAAWADRDHIZQEF

Vs. Allowena (Match 3)—MONSTER-RAAAWADRDHIZQRM

Vs. Octii (Match 4)—MONSTERRZX-AWADRDHIZQRM

Vs. Ploguraz (Match 5)—MONSTERRZXAJADRDHIZQHI

Vs. Hax-004 (Match 6)—MONSTERRZXADRFDMXQBK

Vs. Maclha (Match 7)—MONSTERRZXADRFIDZQKX

Vs. Ominos (Match 8)—MONSTERRZXAJRTWKKQVX

Vs. Blenadan (Match 9)—MONSTERRZXAJRTWOXQIH

Sound Test

Hold **A, B** and **C** and hit **START** at the title screen.

## BEAVIS AND BUTT-HEAD

## Password for Entire Ticket

QJITN YoXia HoWP.

## BEYOND OASIS

## Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.

Flash Stab: Forward, Forward, Forward, **B**

## BIO-HAZARD BATTLE

## Stage Select

As soon as the Sega logo appears, press and hold **C**. At the title screen, while still holding **C**, make a full clockwise circle on the D-pad, starting and ending at the **Up** position. You'll hear a sound that indicates the cheat was activated. Press **START** to get the level-select menu.

## BOOGERMAN

## Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Pus Creature

LEVEL 2: The Pits

Pus Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Pus Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Pus Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Pus Creature, Boogerman, Ghost, Pus Creature

FINAL BOSS: Boogermeister

Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

## BUBSY II

## Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

## BURNING FORCE

## Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A**, then **START**.

## CASTLEVANIA: BLOODLINES

## Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

## CENTURION: DEFENDER OF ROME

## Passwords

To start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES

To Rule the Empire:

QDUA-YQ25-5555-55NK-VKXW-IPJI

## CHUCK ROCK II

## Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

## COLLEGE SLAM

## Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

## Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑→↘↙↖↗↑↘↙↖↗↑↘↙↖↗↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.



## COLUMNS

## Magic Jewel

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

## COMIX ZONE

## Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing C:  
3, 12, 17, 2, 2, 10, 2, 7, 7, 11  
Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

## Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing C:  
14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to different stages as follows:

- 1—Episode 1, Part 1
- 2—Episode 1, Part 2
- 3—Episode 2, Part 1
- 4—Episode 2, Part 2
- 5—Episode 3, Part 1
- 6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.

## Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

## COSMIC CARNAGE (32X)

## Hidden Game

To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the X, Z and B buttons when you turn the game system on; the new title screen will say "Cyber Brawl" and you'll have some different characters to choose from.

## CRUE BALL

## Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press A, C, A, B, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume"). Now you can also enter a sound test by pressing A, B and C together.

## CYBERBALL

## Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX  
3rd week: UVBB BXBX LFOX  
4th week: UXBB BFVI LFC5  
5th week: U1BB BXIS OF81  
6th week: ULBB B5PS OF98  
7th week: UKBB B5PS OFMI  
8th week: UMBB B5PS OFAX  
9th week: UOBB B5PS 9F81  
10th week: UFBB B5PS OFNX  
11th week: UCBB B5PS OFLI  
12th week: U7BB B5PS OFSX  
13th week: U4BB B5PS OFRI  
14th week: URBB B5PS OFHX  
15th week: UTBB B5PS OFFI  
16th week: U8BB B5PS OFB1  
17th week: UZBB B5PS OFDI: Playoff series  
18th week: UUBB B5PS OFLI: Playoff series  
19th week: USBB B5PS OF3X: Playoff series  
Ending: UJBB B5PS OF41  
Password for the Chicago Killers  
Ending: CGBB B8FB BB2V

## CYBORG JUSTICE

## Secret Option Screen

Press **START** to pause the game, then very quickly press C, B, B, C, C, A, C, B.

## DAVID ROBINSON'S SUPREME COURT

## Super-Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the A, B and C buttons all the way down to 20 seconds.

## DINOLAND

## Mega-Bonuses

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

## DOOM (32X)

## God Mode

You'll need a six-button controller. Pause the game and press **Up**, Z, X and the **MODE** button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible.

## All Weapons &amp; Ammo

Pause the game. Press **Up**, A, C and **MODE**.

## DRAGON'S FURY

## Cheat Password

Enter the password: "DEVILCRASH" to start with eight balls instead of the usual three.

## Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.

## Start With 99 Balls and 13 Million Points

Enter the password "UFELFO78TL".

## DRAGON'S REVENGE

## Passwords

Stage 1: LSRCE8  
Stage 2: CSABMJM  
Stage 3: DS136KR  
Stage 4: ETTSD8L  
Stage 5: FT438XR  
Stage 6: HV53955

## DUNE: THE BATTLE FOR ARRAXIS

## Atrides Passwords

- 2) Diplomatic
  - 3) SpiceDance
  - 4) EternalSun
  - 5) DeftHunter
  - 6) FairMentat
  - 7) ASHLIKENNY
  - 8) SonicBlast
  - 9) DuneRunner
- Harkonnen Passwords
- 2) Demolition
  - 3) SpiceSatyr
  - 4) BurningSun
  - 5) DarkHunter
  - 6) EvilMentat
  - 7) IYSJOEBWAN
  - 8) Devastator
  - 9) DeathRuler
- Ordos Passwords
- 2) Domination
  - 3) SpiceSaber
  - 4) ArrakisSun
  - 5) ColdHunter
  - 6) WillyMentat
  - 7) SlyMelanie
  - 8) StealthWar
  - 9) PowerCrush

## DYNAMITE DUKE

## Secret Cheat Menu

At the title screen, press **START** for the option mode to appear. Then press C ten times and the **START** button to enter the cheat screen.

## EARTHWORM JIM

## Weapon Power-Up (once per level)

Pause the game and press A, B, B, C, A, C, C.

## Energy Refill (once per level)

Pause the game and press A, C, C, A, B, B, A, C.

## Skip to Level 2

Pause on Level 1 and press **Left**, **Right**, A, B, C, **Left**, **Right**, A.

## David Perry's Private Cheat Mode

With the game paused, press A+**Left**, B, B, A, A+**Right**, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

## Plasma Recharge

Pause the game and press C+**Down**, A, B, C, A, B, A, C. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

## Extra Continue

Pause the game and press A, B+**Left**, A, B, A, B, C, A. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

## Extra Jim

Pause the game and press B+**Up**, B, A, C, A, A, A, A. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

## EARTHWORM JIM 2

## Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: A, C, C, A, B, A, B, **Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

## Secret Move

To trigger the Manta shield, just press **Up**+A+B. This move makes Jim invincible for a few seconds.

## Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

## Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (\*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.
- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".
- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.
- Bright "Pause" Screen—A, A, A, B, B, B, B, B  
Warp to End of Current Level—A, B, B, A, C, B, B, **Right**  
Warp to End of Game—C, A, C, A, B, A, A, **Up**  
Invincibility—A, A, A, A, **Left**, **Right**, **Right**, **Left**

Map View Mode—A, C, C, B, A, A, B, **Up**

## Energy Refill \*—A, B, C, A, B, C, A, B

## Energy Refill—A, B, C, A, B, C, A, A

## Ammo Refill \*—C, B, B, A, C, B, B, A

## Ammo Refill—C, B, B, A, C, B, A, A

## Extra Life \*—A, B, C, C, C, A, A, A

## Extra Life—A, B, C, C, C, A, A, B

Extra Continue \*—A, A, C, C, B, A, **Left**, **Left**Extra Continue—A, A, C, C, B, A, **Left**, **Right**

## 10 Extra Meal Worms \*—C, A, C, A, C, A, C, A

## 10 Extra Meal Worms—C, A, B, A, C, A, C, A

## 81 Meal Worms—A, B, C, C, A, B, B, B

## Mega Plasma Gun—C, C, C, C, A, A, B

## 3 Finger Gun—C, C, C, A, A, C

## Homing Missiles—C, C, C, A, A, B, A

## Barn Blaster—C, C, C, A, A, B, C

## Bubble Gun—C, C, C, A, A, B, B

Bomb Teleport—C, A, B, C, A, **Up**, **Down**

## Warp to "Lorenzen's Soil"—A, A, C, C, B, B, A, A

## Warp to "Puppy Love 1"—C, C, C, C, C, C, A, A

Warp to "The Villi People"—A, B, C, C, **Up**, C, **Left**, **Right**

Warp to "The Flyin' King"—C, B, C, **Left**, **Right**, **Left**, A, B

Warp to "Puppy Love 2"—**Left**, **Right**, B, C, C, **Left**, **Right**, A

Warp to "Udderly Abducted"—**Down**, A, C, **Left**, **Right**, **Down**, A, C

Warp to "Inflated Head"—B, B, C, A, B, C, **Left**, **Right**

Warp to "ISO 9000"—A, B, C, **Right**, **Right**, **Right**, **Right**, **Right**

Warp to "Puppy Love 3"—**Right**, **Right**, A, B, C, **Left**, **Right**, A

Warp to "Level Ate"—C, C, **Down**, **Down**, A, **Right**, **Right**, **Left**

Warp to "See Jim Run—Run Jim Run"—B, B, C, **Left**, **Left**, **Left**, **Left**, **Right**

## ECCO THE DOLPHIN

## Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right**, B, C, B, C, **Down**, C, **Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

## Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold A and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

## EL VIENTO

## All the Magics

Press **START** to pause the game, then press **Up**, **Left**, **Right**, **Down**, C. Repeat this sequence five more times.

## Slow-Motion

Press **START** to pause the game, then press **Up**, **Left**, **Right**, **Down**, A.

## Stage Skip

Press **START** to pause the game, then press **Up**, **Left**, **Right**, **Down**, B to skip stages, advancing to the next one.

## "Color Bar" Test Pattern

Press A, B, C and **START** when the Wolfteam logo appears on the screen.

## ESPN NATIONAL HOCKEY NIGHT

## Extra Teams

Press **Left**; **Right**; C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

## Brutal Menu

The code C, **Right**, B, **Right**, C, **Right** lets you have two more options when you "Turn Up the Heat."

## Pong

The code B, C, C, C, **Up**, **Down** lets you play Pong using hockey players as paddles.

## Octopong

A, C, B, **Up**, **Right**, **Up** adds some variation to Pong using hockey players, by turning the Octopus into a puck.

## EVANDER HOLYFIELD'S REAL DEAL BOXING

## Green Boxer Password

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

## Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the fight.

## EX-MUTANTS

## Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold A, B and C while pressing **START**.

## F-15 STRIKE EAGLE II

## Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up**, **Left**,



**Down, Right, Up, Right, Down, Left, Up.** Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

#### F-22 INTERCEPTOR

##### United States Passwords

Mission 01: 0HG021  
Mission 02: 0PG06D  
Mission 03: 0TG0E0  
Mission 04: 11G012  
Mission 05: 15G0MA  
Mission 06: 19G0UM  
Mission 07: 1DG163  
Mission 08: 1LG1EQ  
Mission 09: 1PG1M6  
Mission 10: 1TG1U1  
Mission 11: 21G261  
Mission 12: 27G321  
Mission 13: 31G3UJ  
Mission 14: 35G4A4  
Mission 15: 39G56U  
Mission 16: 3TG5IC  
Mission 17: 41G62K  
Mission 18: 45G6MJ  
Mission 19: 4TG7A7  
Mission 20: 51G7QL  
Mission 21: 59G8E1  
Mission 22: 61G9EM  
Mission 23: 65G9QA  
Mission 24: 69G9QA  
Mission 25: 6HG9JU  
Mission 26: 6LGAJ1

##### Iraq Passwords

Mission 01: C6G022  
Mission 02: CEG06L  
Mission 03: CIG0A4  
Mission 04: CM60EC  
Mission 05: CUG010  
Mission 06: D2G0U2  
Mission 07: D6G1EV  
Mission 08: DAO1QM  
Mission 09: DQG2E1  
Mission 10: E2G3A1  
Mission 11: E6G428  
Mission 12: EAG5E7  
Mission 13: EEG5UR  
Mission 14: EIG6QS  
Mission 15: EUG7MS  
Mission 16: F2G7UB  
Mission 17: F6G8AS  
Mission 18: FAG8UR  
Mission 19: FEGAI5  
Mission 20: FIKB61  
Mission 21: FQG8UL  
Mission 22: FUGCEA  
Mission 23: G2GDLQ  
Mission 24: G6GUF6  
Mission 25: GIUFU0  
Mission 26: GUAHAI

##### Korea Passwords

Mission 01: 7E002E  
Mission 02: 7M006Q  
Mission 03: 7Q01AA  
Mission 04: 8201QS  
Mission 05: 8601U4  
Mission 06: 8A022D  
Mission 07: 8I02E8  
Mission 08: 8M042R  
Mission 09: 8Q04MQ  
Mission 10: 8U05MV  
Mission 11: 9A05UK  
Mission 12: 9I06A9  
Mission 13: 9U06U9  
Mission 14: A2072C  
Mission 15: A608E4  
Mission 16: AA08J1  
Mission 17: AE08U3  
Mission 18: AIF9UJ  
Mission 19: AMFB6C  
Mission 20: B20B47  
Mission 21: B60BMM  
Mission 22: BAFCL1  
**Russia Passwords**  
Mission 01: HJ0024  
Mission 02: HR412H  
Mission 03: I701Q1  
Mission 04: IBO2E1  
Mission 05: IF02U6  
Mission 06: 8A022D  
Mission 07: 8I02E8  
Mission 08: 8M042R  
Mission 09: 8Q04MQ  
Mission 10: 8U05MV  
Mission 11: 9A05UK  
Mission 12: 9I06A9  
Mission 13: 9U06U9  
Mission 14: A2072C  
Mission 15: A608E4  
Mission 16: KB0CA1  
Mission 17: KF0D2N

Mission 18: KJ0DUU

Mission 19: KN0EIN

#### The Aces Challenge Passwords

Mission 01: LJG02V  
Mission 02: LMG067  
Mission 03: LRG0AM  
Mission 04: LVG0EU  
Mission 05: M3G0IO  
Mission 06: M7G0UG  
Mission 07: MBG16T  
Mission 08: MFG1EG  
Mission 09: MJG1MS

#### FATAL FURY

##### Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

#### FLASHBACK

##### Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

##### "Easy" Level Passwords

Level 1: PIXEL  
Level 2: BETSY  
Level 3: PANCHO  
Level 4: STUDIO  
Level 5: TOHO  
Level 6: AKANE  
Level 7: INCBIN

##### "Normal" Level Passwords

Level 1: FALCON  
Level 2: DATA  
Level 3: MMILORD  
Level 4: QUICKKEY  
Level 5: BIJOU  
Level 6: BUBBLE  
Level 7: CLIP

##### "Expert" Level Passwords

Level 1: CLIO  
Level 2: ACRTC  
Level 3: BLUB  
Level 4: STUN  
Level 5: MIMOLO  
Level 6: HECTOR  
Level 7: KALIMA  
Ending Code: CYGNUS

#### FLICKY

##### Bikini Girl

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

#### GALAHAD

##### Cheat Password

Enter the password "LTUS" to start at World One with infinite lives.

#### GENERAL CHAOS

##### Secret Cheat Mode

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

##### Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

##### Battle Advance

Press and hold **A**, **C** and **Up** on Controller 1 and **B** on Controller 2.

##### Full-Scale War Advance

Press and hold **A**, **C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

#### GHOSTBUSTERS

##### Lots of Cash

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You

can repeat this procedure until you've got all the money you want.

#### HARD DRIVIN'

##### Practice Race with Other Cars on the Track

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

#### HARDBALL

##### Fat Pitch

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

#### HAUNTING STARRING POLTERGUY

##### More Points, More Houses

In the first house, enter the grandfather clock in the dining room by pressing **A**. While in the clock, press **B**, **C**, **B**. Press **A** again to exit the clock. You'll now have 15,000 points and be in the second house.

In the second house, enter the toilet in the Jacuzzi Room and press **C**, **C**, **B**. You'll get 15,000 points and be in the third house.

In the third house, enter the garbage can in the garage. Press **B**, **C**, **B** and exit the garage. You'll be in the final house and get 45,000 points.

#### THE INCREDIBLE HULK

##### Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.

Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: **Forward, Forward, C, Forward**.

#### JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

##### Sound Test

On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

#### JAMES POND

##### Open Exit Door

Hold **C + Left** at the title screen and press **START**. During the game, hold **A**, **B** and **C** and rotate the D-pad to open the Exit Door.

#### JAMES POND II—CODENAME: ROBOCOD

##### Invincibility

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

##### Power-Up Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

##### Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

##### Cheat Menu

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

#### JENNIFER CAPRIATI TENNIS

##### New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)  
**Secret Configuration Mode!**  
Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

#### JOHN MADDEN FOOTBALL

##### Super Bowl Passwords

Minnesota vs. Denver: 3456712  
Philadelphia vs. Miami: 7676767  
Los Angeles vs. Houston: 7654321  
San Francisco vs. Miami: 7651567  
Philadelphia vs. Houston: 1777777  
San Francisco vs. New England: 1717171  
Philadelphia vs. New England: 6712345  
San Francisco vs. Pittsburgh: 5671234  
Los Angeles at Miami: 0473176

San Francisco at Denver: 0751000

San Francisco at New England: 0431000

Chicago at New England: 0613000

Philadelphia at Cincinnati: 5555500

Los Angeles at Kansas City: 2452300

Atlanta at Miami: 3452300

New York at Houston: 4452300

Washington at Buffalo: 5450000

Philadelphia at New England: 6450000

Los Angeles at Denver: 7450000

Philadelphia at Denver: 7450000

San Francisco at Houston: 6770000

Atlanta at Pittsburgh: 4770000

Atlanta at Miami: 7777777

Los Angeles at Cincinnati: 6777777

New York at New England: 5777777

Washington at Kansas City: 4777777

Chicago at Pittsburgh: 3777777

Los Angeles at Pittsburgh: 2777777

Philadelphia at Houston: 1777777

Chicago at Denver: 04150000

San Francisco at Buffalo: 0515000

Minnesota at Buffalo: 0535000

#### JOHN MADDEN FOOTBALL '92

##### EASN Bowl Passwords

(The NFC team is always the home team)

Atlanta vs. Buffalo: CSL565H

Atlanta vs. Houston: D72C83L

Buffalo vs. San Francisco: DWJ4NLPV

Buffalo vs. New York: B3H92V5N

Chicago vs. Kansas City: B3FMKGMT

Chicago vs. Buffalo: B3FM8F85

Cincinnati vs. San Francisco: C536LLJY

Cincinnati vs. Atlanta: D8NDD5OR

Cleveland vs. Washington: CDCHGG54

Dallas vs. Oakland: BDNZZTR1

Dallas vs. Buffalo: BPGHG9NI

Denver vs. San Francisco: CLB168RX

Detroit vs. Buffalo: BHL50XB6

Detroit vs. New Jersey: B29KH464

Green Bay vs. Cincinnati: BPCYNT78

Green Bay vs. Kansas City: BPCSHGX4

Houston vs. Washington: B0P2Z178

Indianapolis vs. Chicago: BOWH6T2K

Kansas City vs. Dallas: DWM54M9P

Kansas City vs. San Francisco: DWMWRBG5

Kansas City vs. Chicago: FCH2G188

Kansas City vs. New Orleans: DGXNNTKW7

Los Angeles vs. Pittsburgh: BHJGFVR

Los Angeles vs. Houston: CG68WD8N

Los Angeles vs. Buffalo: CG64ASYN

Miami vs. Green Bay: C2Z4Z5Z5

Miami vs. New York: B6KFSMCB

Miami vs. Chicago: B6KJB9JD

Minnesota vs. Cleveland: CC50N7W4

Minnesota vs. Seattle: BPKJRXWX

New England vs. New Orleans: DG10WJCT

New England vs. Minnesota: FCKCYJB

New Jersey vs. Washington: CS41X68

New Jersey vs. Green Bay: C239PNST

New Orleans vs. Oakland: DGJYVWM3

New York vs. Miami: BTCHRSRX

New York vs. Houston: BZ6173NK

Oakland vs. San Francisco: BH4MBJ03

Oakland vs. New York: C25RBY07

Philadelphia vs. Miami: BTGBF4Y9

Phoenix vs. Denver: CSTCNYGV

Pittsburgh vs. Detroit: C297JMSL

Pittsburgh vs. Chicago: DWN8M06J

San Diego vs. Washington: C8X8RT1V

San Diego vs. Atlanta: CHK82337

San Francisco vs. Buffalo: C2TL4P94

San Francisco vs. Miami: BDT18GSF

San Francisco vs. Kansas City: C7CDVLS

Seattle vs. Minnesota: BLTF857X

Seattle vs. New Orleans: DSKT9LWW

Tampa Bay vs. Buffalo: CK5GV777

Tampa Bay vs. Cincinnati: DNB51KMB

Washington vs. Cincinnati: FB16WJWP

Washington vs. Buffalo: B84R03CS

#### THE JUNGLE BOOK

##### Extra Stuff/Warps

Each of these codes must be entered while the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, press **A, B, B, A, A, B, B, A**. Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**.

Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to



change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press B, A, A, B, B, A, A, B, A, B, A, A, B, B, A, A. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code B, A, Down, C, A, Right, Left, A, Right, Down.

To start next to King Louie, press Left, Up, A, Left, Up, A.

To start next to the Witch Doctor Monkeys, type in Right, A, Down, B, A, Down.

#### Debug Menu

On the first level, run all the way to the right until you reach the briar path. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

#### JORDAN VS. BIRD: SUPER ONE-ON-ONE

##### Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press A to call a timeout. The game will continue with 36 minutes on the clock.

#### JURASSIC PARK

##### Super Cheat Mode

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

##### Password Trick

Use the following password formula to start on any stage:

##### JP\_0\_ARK

Change this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

##### Stage>Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<" or ">"), then press and hold A, B, C and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

#### JUNGLE STRIKE

##### Super Cheat Passwords

These codes start you at any mission with ten lives and all of the co-pilots rescued.  
RXVVW7456KB—Campaign 2  
9W77NL6MHBV—Campaign 3  
X7NL4SHPG94—Campaign 4  
VL456MGZVH—Campaign 5  
WS6MHPZJFTZ—Campaign 6  
TMHPGCFDYN3—Campaign 7  
7PGCZJYK34X—Campaign 8  
NCZJFD3BR67—Campaign 9

#### KRUSTY'S SUPER FUN HOUSE

##### Level Codes

WHOOAMAMA: Stage Two  
FLANDERS: Stage Three  
BROCKMAN: Stage Four  
SIDESHOW: Stage Five  
SMALLIOW: Infinite Lives/All Doors Unlocked

#### LAKERS VS. CELTICS

##### AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead  
Enter LGQ HJK for the fourth game be-

tween the Celtics and the Spurs.

##### Start with Game 1

Enter T#6 CGK for a game between the Pistons and the Lakers.

#### THE LAWNMOWER MAN

##### Cheat Code

On any of the platform levels, press **START** to pause the game, then press Up, Right, A, B, A, Down, Left, A, Down. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

#### LIGHTENING FORCE

##### 99 Ships

When "Press Start" appears on the title screen, press A and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

##### Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press **START** and all weapons will be available to you.

#### LOTUS II

##### Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press B. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

#### LOTUS TURBO CHALLENGE

##### Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

#### MADDEN NFL 96

##### Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

AABBBCA—'80 Atlanta Falcons  
AABCCAC—'70 Baltimore Colts  
AACAAAB—'68 Baltimore Colts  
AACACBA—'64 Baltimore Colts  
AACBBBC—'65 Cleveland Browns  
AACACAB—'93 Buffalo Bills  
ABAAAAA—'92 Buffalo Bills  
ABAAACAC—'91 Buffalo Bills  
ABABBBB—'90 Buffalo Bills  
ABACACA—'73 Buffalo Bills  
ABACCCC—'85 Chicago Bears  
ABBACAB—'77 Chicago Bears  
ABBBBBA—'66 Chicago Bears  
ABBCAB—'63 Chicago Bears  
ABBBCCB—'88 Cincinnati Bengals  
AACBAAA—'81 Cincinnati Bengals  
ABCBBCA—'93 Dallas Cowboys  
ABCCABB—'92 Dallas Cowboys  
ABCCCCA—'78 Dallas Cowboys  
ACAABCC—'77 Dallas Cowboys  
ACABBA—'75 Dallas Cowboys  
ACACABA—'71 Dallas Cowboys  
ACACBC—'70 Dallas Cowboys  
ACBABC—'89 Denver Broncos  
ACBBBAA—'87 Denver Broncos  
ACBACAC—'77 Denver Broncos  
ACBCCBB—'62 Detroit Lions  
ACCABCA—'67 Green Bay Packers  
ACCBACC—'66 Green Bay Packers  
ACCAAB—'80 Houston Oilers  
ACCCBAA—'69 Kansas City Chiefs  
BAAABBC—'66 Kansas City Chiefs  
BAABACB—'62 Dallas Texans  
BAACAAA—'90 Los Angeles Raiders  
BAACAC—'83 Los Angeles Raiders  
BABBBB—'80 Oakland Raiders  
BABBBAC—'76 Oakland Raiders

BABBBCC—'67 Oakland Raiders  
BABBCAB—'91 Los Angeles Rams  
BACABBA—'84 Los Angeles Rams  
BACBABC—'79 Los Angeles Rams  
BACBCCB—'68 Los Angeles Rams  
BACCCAA—'84 Miami Dolphins  
BBAABAC—'82 Miami Dolphins  
BBABABB—'73 Miami Dolphins  
BBABCCA—'72 Miami Dolphins  
BBABCC—'71 Miami Dolphins  
BBBABAB—'76 Minnesota Vikings  
BBBBABA—'74 Minnesota Vikings  
BBBBBCB—'73 Minnesota Vikings  
BBBBBCB—'69 Minnesota Vikings  
BBCABAA—'85 New England Patriots  
BBCBAAC—'76 New England Patriots  
BBCBCBB—'79 New Orleans Saints  
BBCBCBA—'90 New York Giants  
BCAAACC—'86 New York Giants  
BCABAAB—'70 New York Giants  
BCACBBA—'68 New York Jets  
BCACBBC—'80 Philadelphia Eagles  
BCBAACC—'60 Philadelphia Eagles  
BCBBAAA—'79 Pittsburgh Steelers  
BCBCCAC—'78 Pittsburgh Steelers  
BCBCCBB—'75 Pittsburgh Steelers  
BCCAACA—'74 Pittsburgh Steelers  
BCCACCC—'75 St. Louis Cardinals  
BCCBCAB—'94 San Diego Chargers  
BCCBBBA—'81 San Diego Chargers  
CAAAABC—'66 San Diego Chargers  
CAAAACB—'63 San Diego Chargers  
CAABCAA—'94 San Francisco 49ers  
CAACBAC—'89 San Francisco 49ers  
CABAAB—'88 San Francisco 49ers  
CABACCA—'84 San Francisco 49ers  
CABBBCC—'81 San Francisco 49ers  
CABCBAB—'78 Seattle Seahawks  
CACABAA—'79 Tampa Bay Buccaneers  
CACACBC—'91 Washington Redskins  
CACBBBC—'87 Washington Redskins  
CBABAAA—'83 Washington Redskins  
CBAAAAC—'82 Washington Redskins  
CBAAACB—'72 Washington Redskins  
CBABBCA—Hall of Fame I  
CBACACC—Hall of Fame II  
CBBAAB—'95 All-Madden  
CBBACAB—'95 AFC Pro Bowl  
CBBBBBC—'95 NFC Pro Bowl  
CBBCACB—'95 Amsterdam Admirals  
CBCAAAA—'95 Barcelona Dragons  
CBACAC—'95 Frankfurt Galaxy  
CBBCBBB—'95 London Monarchs  
CBCCACA—'95 Rhein Fire  
CBCCCC—'96 Scotland Claymores  
CCAACAB—'95 EA Sports Team Madden  
CCABBBB—All '50s  
CCACAB—All '60s  
CCACCCB—All '70s  
CCBACAA—NFL Players Association I  
CCBBBAC—NFL Players Association II  
CCBABBB—NFL Players Association III  
CCBCCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY  
Change Team Skills  
Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponent's team, and press A or B to change that skill.  
Play on Black Ice  
Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

#### MEGA BOMBERMAN

##### Stage Passwords

Area 1—Jammin' Jungle

Stage 2: 6800

Stage 3: 5120

Boss: 7420

Area 2—Vexin' Volcano

Stage 1: 4501

Stage 2: 8111

Stage 3: 7421

Stage 4: 1051

Boss: 3351

Area 3—Slammin' Sea

Stage 1: 4502

Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

Area 4—Crankin' Castle

Stage 1: 6803

Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

Area 5—Thrashin' Tundra

Stage 1: 8114

Stage 2: 2814

Stage 3: 1134

Stage 4: 5654

Boss: 7954

Area 6—Cruisin' Comet

Final Stage: 0515

#### MEGA TURRICAN

##### Stage Skip

Pause the game, press Right, Left, Down, Right, B and unpause.

##### Unlimited Power

Pause the game, press A, A, A, B, B, B, A, A, A and **START**.

Press **START** to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the D-pad. Then press A and B. Unpause the game. When you push forward, your character moves backward.

##### Previous Level

Pause the game, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous level.

#### M.E.R.C.S.

##### Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold A, B and C and press **START**.

#### MICHAEL JACKSON'S MOONWALKER

##### Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

#### MICKEY MANIA

##### Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

#### MICKEY MOUSE IN CASTLE OF ILLUSION

##### Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

#### MICRO MACHINES

##### Super Cheats

Press B, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infinite lives.

Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a higher top speed.

Press Left, Right, Left, Right, Up, Down, **START**, Down while paused for a higher difficulty level.

Press Left, Down, Up, Down, Right, Down, A, Down while paused for a much higher difficulty level.

Press A, Up, B, Down, C, Left, **START**, Right while paused for extra traction.

Press C, Up, Left, Right, A, B, A, C while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

#### MIG-29

##### Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGIIITES.



## MIGHT & MAGIC: GATES TO ANOTHER WORLD

### Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left**, **A**, and **C**, then release all three buttons at once. When the character menu comes up, press **Left** repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

### Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

## MIKE DITKA POWER FOOTBALL

### Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press **START** and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

### Passwords

Conference Title: Washington vs. Atlanta—**tjF1L4**  
World Championship: Washington vs. New York—**tjF1M0**  
Conference Title: Miami vs. Cleveland—**xjP1Dm**  
World Championship: Miami vs. San Francisco—**xjP1Ei**

## MLBPA SPORTSTALK BASEBALL

### Easy Out

If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

## MORTAL KOMBAT

### Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down  
Johnny Cage—Forward, Forward, Forward, A  
Kano—Back, Back, A  
Rayden—Forward, Back, Back, Back, A  
Sub-Zero—Forward, Down, Forward, A  
Sonya—Forward, Forward, Back, Back, **START** (Block)  
Scorpion—Up, Up (easier if you hold Block)  
Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

### Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn

blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

### Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu with new options as follows:

- **Fighter 1/Fighter 2**—Control what characters will be seen in the "Demo" mode (see below).
- **Plan Base**—Fight your opponents in a predetermined order in the 1-player mode.
- **Chop-Chop**—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- **1 Play Chop/2 Play Chop**—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- **Demo**—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- **FLAG0/FLAG1**—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- **FLAG2**—Guarantees a shadow in front of the moon on the Pit stage.
- **FLAG3**—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- **FLAG4**—Gives you Reptile hints before every battle.
- **FLAG5**—Gives you infinite credits.
- **FLAG6**—The computer does fatalities on you in one-player mode.
- **FLAG7**—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- **Blood On**—Turns on the blood effects and arcade fatalities.
- **Cheat On**—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- **1st Map**—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

## MORTAL KOMBAT II

### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

### Ferality?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**.

That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

## MORTAL KOMBAT II (32X)

### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, **Left**, **Left**, **Right**, **Right**, **Right**. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

## MORTAL KOMBAT 3

### Play as Smoke

When the *MK3* logo appears at the beginning of the game and you hear a gong, press **A**, **B**, **A**, **Down**, **A**, **B**, **A**, **Down**, **Up**, **Up**. You'll hear Shao Kahn say "Smoke!" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

### Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and

press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

### Secret Cheat Menus

At the main menu, press **A**, **C**, **Up**, **B**, **Up**, **B**, **A**, **Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B**, **A**, **Down**, **Left**, **A**, **Down**, **C**, **Right**, **Up**, **Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C**, **Right**, **A**, **Left**, **A**, **Up**, **C**, **Right**, **A**, **Left**, **A**, **Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babilities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Mortar as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

## MUTANT LEAGUE FOOTBALL

### Passwords

Darkest Dragons: FMK3XYSL1Q  
Deathskin Razors: 1CK11111H  
Icebay Bashers: 2CK11111D  
Killer Konvikts: HGK11111J  
Midway Monsters: 3CK11111F  
Misfit Demons: JH11111G  
Psycho Slashers: GMK11111D  
Rad Rockers: SKC11111M  
Road Warriors: BDK11111J  
Screaming Evils: LK11111L  
Sixty Whiners: CBK11111J  
Slavcity Slayes: LK11111M  
Terminator Trolz: MLK11111J  
Turbo Techies: NMK11111Q  
Vile Vulgars: 4CK11111L  
War Slammers: DCK1111129

### Kill the Referee

Press **A**, **C**, **C** as the team lines up.

## MUTANT LEAGUE HOCKEY

### Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2XLBKRRSL.  
Playoffs—Liars vs. Slayes:  
PBXTTPKSPQ7B  
Monster Cup Championship—Trolz vs. Bots:  
GVSLBN3J884XG  
Monster Cup Championship—Things vs. Slammers:  
BCV6CMW7DNX8F

## NBA JAM

### Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter **MJ**, highlight **T**, hold **START** and press **A**.  
Sal DiVita: Enter **SA**, highlight **L**, hold **START** and press **C**.

Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and press **B**.

Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.

Al Gore: Enter **NE**, highlight **T**, hold **START** and press **B**.

Dan "Weasel" Feinstein: Enter **SA**, highlight **X**, hold **START** and press **C**.

Asif "Chow-Chow" Chaudhri: Enter **CA**, highlight **R**, hold **START** and press **C**.

Tom "Scruff" Rademacher: Enter **RO**, highlight **D**, hold **START** and press **B**.

Eric "Kabuki" Kuby: Enter **QB**, highlight **■** (the space character), hold **START** and press **A**.

Eric "Air Dog" Samulski: Enter **Al**, highlight **R**, hold **START** and press **A**.

Warren Moon: Enter **UW**, highlight **■** (the space character), hold **START** and press **A**.

George "P-Funk" Clinton: Enter **DI**, highlight **S**, hold **START** and press **C**.

### Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A**, **B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **B** 13 times, then press and hold **A**, **B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B**, **C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

## NBA JAM TOURNAMENT EDITION

### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight **G**, press **A**; highlight **O**, hold **START** and press **B**; highlight **R**, hold **START** and press **B**.  
Benny (team mascot): Highlight **"B"**, hold **START** and press **B**; highlight **"N"**, press **A**; highlight **"Y"**, hold **START** and press **C**.  
Hugo (team mascot): Highlight **"H"**, press **A**; highlight **"G"**, hold **START** and press **C**; highlight **"O"**, hold **START** and press **A**.  
Crunch (team mascot): Highlight **"C"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **B**; highlight **"N"**, press **A**.  
Bill Clinton: Highlight **"C"**, hold **START** and press **A**; highlight **"I"**, press **A**; highlight **"C"**, hold **START** and press **B**.  
Hillary Clinton: Highlight **"H"**, press **A**; highlight **"C"**, hold **START** and press **B**; highlight **"■"** (the space character), press **A**.

Prince Charles: Highlight **"R"**, hold **START** and press **B**; highlight **"O"**, hold **START** and press **A**; highlight **"Y"**, press **A**.  
Heavy D: Highlight **"H"**, hold **START** and press **A**; highlight **"V"**, press **A**; highlight **"Y"**, hold **START** and press **B**.

Jazzy Jeff: Highlight **"J"**, hold **START** and press **C**; highlight **"A"**, hold **START** and press **A**; highlight **"Z"**, hold **START** and press **A**.

Fresh Prince: Highlight **"W"**, hold **START** and press **C**; highlight **"I"**, hold **START** and press **B**; highlight **"L"**, press **A**.

Larry Bird: Highlight **"B"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**; highlight **"D"**, hold **START** and press **A**.

Frank Thomas: Highlight **"S"**, hold **START** and press **B**; highlight **"O"**, press **A**; highlight **"X"**, hold **START** and press **A**.

Randall Cunningham: Highlight **"P"**, press **A**; highlight **"H"**, hold **START** and press **A**; highlight **"I"**, hold **START** and press **C**.

Mike D: Highlight **"M"**, hold **START** and press **C**; highlight **"K"**, press **A**; highlight **"D"**, hold **START** and press **C**.

AdRock: Highlight **"A"**, press **A**; highlight **"D"**, hold **START** and press **C**; highlight **"R"**, hold **START** and press **B**.

MCA: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"A"**, press **A**.

Mark Turmell: Highlight **"M"**, hold **START** and press **A**; highlight **"J"**, press **A**; highlight **"T"**, hold **START** and press **A**.

Jamie Rivett: Highlight **"R"**, press **A**; highlight **"J"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**.

Sal DiVita: Highlight **"S"**, hold **START** and press **A**; highlight **"A"**, hold **START** and press



C; highlight "L", press A.  
Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press C.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight "F", hold START and press B.

Falco: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C.

Muskett: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press C.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press C.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press C.

Bruta: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START and press C.

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press C.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press C.

Moosekat: Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight "F", press A.

Air Dog: Highlight "A", hold START and press C; highlight "I", press A; highlight "R", hold START and press B.

#### Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right, Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, A, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

#### NBA LIVE '95

##### NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password

screen type in "REFLOG." (That's GOLF spelled backwards.) You'll get a playable demo of a golf game.

#### NFL SPORTSTALK '93

##### San Francisco 49ers Passwords

Week 2: 4W1DCB8BDD  
Week 3: 4W1FFB8BDD  
Week 4: 4W1GKB8BDD  
Week 5: 4W1HTB8BDD  
Week 6: 4W1J7B8BDD  
Week 7: 4W1K7CB8DD  
Week 8: 4W1L7FB8DD  
Week 9: 4W1M7KB8DD  
Week 10: 4W1N7TB8DD  
Week 11: 4W1P77B8DD  
Week 12: 4W1Q77CBDD  
Week 13: 4W1R77FBDD  
Week 14: 4W1S77KBDD  
Week 15: 4W1T77TBDD  
Week 16: 4W1V77BDD  
First Round Playoffs: 4W1V77BDD  
NFC Championship: 4W1X77FDD  
Super Bowl: 4W1Y77KDD

#### NHL '95

##### 30-Second Periods

When the Controller Configuration screen comes up, hold A, C and START, then release. The Scouting Report screen will come up, so press and hold A, C and START again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

#### NHL HOCKEY

##### Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

#### OUTLANDER

##### Level Passwords

Level 1: FBY1QZFQ240Q0  
Level 2: 89D020JCY8CZ8  
Level 3: P69HOSK7YCKCX  
Level 4: TZZY2159Q9YK80

#### OUTRUN

##### Cheat Menu

At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

#### OUTRUN 2019

##### Music Select

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

#### PAC-MAN 2: THE NEW ADVENTURES

##### Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDWP at the password screen to play Pac Jr.

##### Sound Test

Enter SO\*NDTP.

##### Pattern Test

Enter P\*TT\*RN.

##### Time Trial

Enter TR\*\*LMP for the Time Trial.

(Note: \* represents the Pac-Man symbol.)

#### PETE SAMPRAS TENNIS

##### New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEP-PELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

#### PGA TOUR GOLF II

##### Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

#### PHELIOS

##### Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, A, B, A.

#### THE PIRATES OF DARK WATER

##### Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passwords:  
IITBDIA—Port of Citadel  
NCOOKIE—Citadel to Port  
RITAZIM—Port to Citadel  
JESSICA—Citadel to Mountains  
ALEXISK—Port to Mountains  
SCOBYD—Mountains to Janda  
STOYODA—Andorus to Bridge  
TADSHIM—Bridge to Andorus (full sword)  
ALARTUS—Andorus to Maelstrom  
DARRINS—Bridge to Maelstrom (full sword)  
MALCOLM—Maelstrom to Caverns (full sword)

#### PINK PANTHER IN PINK GOES TO HOLLYWOOD

##### Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

#### PITFALL: THE MAYAN ADVENTURE

##### Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

##### Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

##### 99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

##### Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall! At the title screen, press Down, then press A 26 times and press Down again.

#### PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—Down, A 26 times, Down.

Warp to Simon Game—B, A, Down, C, Right, A, B.

Stage Select—C, A, C, A, Down, Up, Down, Left, Down, Up, Up.

Infinite Continues—C, C, C, C, Left, A, Down, Up, Down.

Full Weapons—A, B, Up, C, A, C, A.

Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

Super Speed—B, A, Right, C, Right, Up, Down.

See Credits—C, Right, Down, C, Right, Down, C, Right, Down.

#### POWER MONGER

##### Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

#### RADICAL REX

##### Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

#### RBI '94

##### Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

#### RED ZONE

##### Mission Passwords

Mission 1: ACCBCABBAB  
Mission 2: ABACBCBACABA  
Mission 3: ACCBCACBACBA  
Mission 4: ABACBCBACC  
Mission 5: BAAABBBCCBB  
Mission 6: ABABACBACBA  
Mission 7: BAAABBCAAAA  
Mission 8: ABABACACAC  
Mission Passwords + Invincibility  
Mission 1: BAAABACBACBA  
Mission 2: ABABACBACB  
Mission 3: BAAABACBACBA  
Mission 4: ABABACBACBAC  
Mission 5: BAAACBAAAC  
Mission 6: ABABACACCC  
Mission 7: BAAACBAAABA  
Mission 8: ABABACACBAC  
Secret Asteroids Game

Enter the password ABCACACBAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

#### RINGS OF POWER

##### Nude Code

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

#### RISTAR

##### Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode  
DOFEE—Practice Bonus Rounds  
ILOVEU—Stage Select  
SUPER—"Super" difficulty level appears at the option screen  
MAGURO—Adds a freaky new option to the sound test menu  
XXXXXX—Cancel all passwords

#### ROAD RASH II

##### First Place Passwords

Level One  
00D8 110N: ALASKA / \$2,000  
00DH 101B: HAWAII / \$3,000  
035P 1130: TENNESSEE / \$4,000  
02JO 117G: ARIZONA / \$5,000  
02U9 10F5: VERMONT / \$6,000  
Level Two  
058H Q10S: ALASKA / \$3,250  
038B 1M1V: HAWAII / \$5,250  
041Q AN33: TENNESSEE / \$7,250  
05RB 2N73: ARIZONA / \$9,250  
061R QMFC: VERMONT / \$11,250  
Level Three  
08DA 3N0P: ALASKA / \$4,500  
0AUB 3M1D: HAWAII / \$8,500  
06A4 3C30: TENNESSEE / \$12,500  
08T4 RD7M: ARIZONA / \$16,500  
0DE5 RCF8: VERMONT / \$20,500  
Level Four  
0G04 KC0K: ALASKA / \$11,500  
09ET C918: HAWAII / \$17,500  
0DQD 4932: TENNESSEE / \$23,500  
0J4T 4976: ARIZONA / \$29,500  
0NGD 49FE: VERMONT / \$35,500  
Level Five  
0QQT 590V: ALASKA / \$18,500  
0FGL 5J13: HAWAII / \$28,500  
0M44 5J3L: TENNESSEE / \$38,500  
01UK 5170: ARIZONA / \$48,500  
25U5 5JFD: VERMONT / \$58,500  
Secret Bike

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike,



the Wild Thing 2000.

#### Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit **START**. Now you can choose any bike from the shop.

#### ROBOCOP VS. THE TERMINATOR

##### MA-17 Code

Press **C, B, A, B, A, B, B, C, B, C, C, B, B, C, B, C, A, C, C, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

##### 54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

##### Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

##### "TurboCop" Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

##### Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

##### Drop Through the Floor

Pause the game and press **A, B, C, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

#### SHAQ FU

##### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Memphis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

##### Blood Code

At the Options screen, quickly press **A, B, C, C, B, A**. The screen will flash; now there's blood in the game.

#### SHINING FORCE II

##### Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

#### SHINOBI III: RETURN OF THE NINJA MASTER

##### Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

##### Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the

tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

#### SKITCHIN'

##### Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

#### SONIC THE HEDGEHOG

##### Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

##### Suicidal Demo

At the gameplay demo, press and hold **A, B** and **C**. Sonic will run into things and die.

##### 1-Up Loop

In Level 1-2, get the 1-Up on top of the loop-de-loop, then get the invincible stars and jump over the lamp post. For an additional 1-Up, collect over 100 rings; then throw yourself onto the spikes and repeat until you have lots of lives.

#### SONIC THE HEDGEHOG 2

##### Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, hold **A** and press **START** at the title screen.

##### Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

#### SONIC THE HEDGEHOG 3

##### Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

#### SONIC & KNUCKLES

##### Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

#### SPACE HARRIER (32X)

##### Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start." Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

#### SPIDER-MAN (VS. THE KINGPIN)

##### Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold **START** on

Controller 2, then press and hold **A, B** and **C** on Controller 1. While holding those buttons down, point the D-pad on Controller 1 **Up**, then diagonally in the **Up/Right** position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press **START** to pause, then press **A** to refill your web fluid, **B** to refill your health meter, **C** for five seconds of invincibility or **A+B+C** to warp to the end of the current stage.

#### SPIDER-MAN: WEB OF FIRE (32X)

##### Cheat Mode

Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press **Up, Right, Left, A, Z, Y**. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the **X** button. Press **Y** during gameplay to freeze the screen and see the programmers' debugging coordinates, or press **Z** during the game to max out your energy, web fluid, lives and Daredevil symbols.

#### STAR WARS ARCADE (32X)

##### Suspend Time

Pause the game and press **Down, B, B, Up, Right, Left**.

##### Reset Timer

Pause the game and press **Left, Down, A, C, Down, Up**.

##### Sound Test

Pause the game and press **Up, Right, Left, A, Down, C**.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

#### STEEL EMPIRE

##### Stage Select

Go to the Options menu and highlight "Sound Test." Press **A** to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

##### 100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press **A**. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

##### Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press **A**. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing **B** on Controller 2 while the game is in progress.

##### 99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press **C, A, C, A, START, B** on Controller 2. Now you'll start the game with 99 bombs in reserve.

#### STREET FIGHTER II SPECIAL CHAMPION EDITION

##### Six and Three-Button Cheats

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**  
THREE-BUTTON CODE: **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

#### STREETS OF RAGE 2

##### Play Same Character

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

#### SUNSET RIDERS

##### 99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "OE", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick

a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

#### SUPER VOLLEYBALL

##### Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLA

Japan: RLVLA

Italy: RMXRU

France: RUFOR

Holland: RSAAV

Brazil: RQVAZ

Russia: RPVE

#### SYLVESTER AND TWEETY IN CAGEY CAPERS

##### Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

• Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.

• Extra Energy—Press **START** to pause, then press **A, A, A, B, A, B, A, B, C**. Sylvester's health will be restored.

• Extra Points—Press **START** to pause, then press **C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.

• Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, C**, **C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

• Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.

• Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.

• See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, C, C, B, A, A**.

#### TZ: THE ARCADE GAME

##### Level Select

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, and Right**. You'll hear "excellent." When you start to play, press **START** to pause the game, then simultaneously press **B** and **C** to skip that stage.

##### Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

#### TAZ IN ESCAPE FROM MARS

##### Cheat Menu

When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

#### TAZ-MANIA

##### Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

#### TEENAGE MUTANT NINJA TURTLES

##### TOURNAMENT FIGHTERS

##### Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you



have to be in close.

Leonardo: ←→↓↘↙+C

Michaelangelo: →↘↙↘↙+C

Donatello: →↘↙↘↙+C

Raphael: ←→↘↙↘↙+C

Casey Jones: →↘↙↘↙+C (in close)

Ray Fillet: ←→↘↙↘↙+C

April O'Neil: ←↘↙↘↙↘↙+C (in close)

Sisyphus: ←→↘↙↘↙+C

### THUNDER FORCE III

#### All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

### TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

#### Passwords

Level 5: MMBK DDLI DLBG LLDD LDTG

Level 6: HUBB DDDD DDBK DDLI LDNT

Level 7: UBBB DDLI DLBB LLLL LDDQ

Level 8: YBBB MDLI LLBB DDLI LDMQ

Level 10: ZBBB TGLD DLBB TLDI LLNG

Level 11: PBBB TKLD DLBB TGLD DLNV

Level 12: YBBB TZDD DLBB TKDD LDNT

Level 13: QHBB TZGL LLBB TZDL LDZM

Level 14: MHBB TZKD DLBB TZBG DDLR

Level 16: ZBBB TZBG DDBB TZBD DLRR

Level 17: PRBB TZBK DLBB TZBG DDLR

Level 18: YRBB TZBB DDBB TZBK LRLG

Level 19: ZRBB TZBQ DLBB TZBB DLRX

Level 20: ZHBB TZBQ DDBB TZBW DLHY

Level 21: VNBB TZBQ KLBB TZBQ GLJY

Level 22: KJBB TZBW ZLBB TZBW KLMM

Level 23: XJBB TZBW ZGBB TZBW ZLTB

Level 24: JJBB TZBW ZGBB TZBW ZLTB

### TOMMY LASORDA BASEBALL

#### Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

### TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

#### Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

#### Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

#### To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

#### Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

#### Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

#### All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

#### Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

#### Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

#### Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

### TOY STORY

#### Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the

toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

#### Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS **START**" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

### TYRANTS

#### Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

### URBAN STRIKE

#### Passwords

Baja Oil Rigs: CNHLGBR4NBF

Inside Main Oil Rig: ZLGBWD3PFZD

Mexico: BWRD6MJYNN

San Francisco: NDR63P7VZLT

Alcatraz: H63PMJT4SYL

New York: LPMJ7V5XFZR

Las Vegas: GJ7VT4FKYNN

Casino: BVT45XYCZLT

Vegas Underground: WR63PMT4SYL

#### Special Passwords

To begin the game with 10 lives and no copiers missing, enter the password **9C29NHLG8T7**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR653V**.

### VALIS

#### Sound Test

At the title screen, simultaneously press and hold **A, B** and **C**, then press **START**. When the music selection screen appears, use any button to change the music.

### VALIS 3

#### View Cinema Displays

At the title screen, hold **A, C, Up** and **Left**, then press **START**.

#### Stage Select

At the title screen, hold **Up, A, B** and **C**, then press and hold **START**. When a black screen appears, release the buttons and the stage select menu will show up.

### VECTORMAN

#### Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

#### Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

#### Cheat Codes

*Vectorman* has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:  
**ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)**—Refill your energy counter

at any time.

**BALL or BALD (B, A, Left, Left or B, A, Left, Down)**—See the programmers' debugging coordinates.

**ABACABB (A, B, A, C, A, B, B)**—Five dots will appear around Vectorman and follow him wherever he goes.

**DRACULA (Down, Right, A, C, Up, Left, A)**—When you get hit, the game will slow down in order to help you to recover safely.

**CALL A CAB (C, A, Left, Left, A, C, A, B)**—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the **CALL A CAB** code again.

#### Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

### VIRTUA RACING

#### Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

### WIZ 'N' LIZ

#### Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDT GBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBK LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

#### Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

#### Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

#### Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH **START** BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

#### Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

#### New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

### WOLVERINE: ADAMANTIUM RAGE

#### Passwords

Level 2: MARIKO

Level 3: SILVER FOX

Level 4: DEPARTMENT H

Level 5: MADRIPOOR

Level 6: ASANO

Level 7: THE HUDSONS

### WWF RAW (32X)

#### Secret Character

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

### XBAND GAME MODEM

#### Hidden Maze Game

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBand menu (Challenge/Player List/Mailbox etc.)

#### Change Text

To change the way the text moves on XBand menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**

Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

#### Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBand menu.

#### Hidden "Fish Pong" Game

Press **Up, Up, Up, Right, B** at the main XBand menu.

### X-MEN

#### Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

#### Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

### X-MEN 2: CLONE WARS

#### 99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

#### Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

#### New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right** and **C**. Pause the game and simultaneously press **Left** and **C**.

#### Invincibility

Pause the game. Simultaneously press **Up** and **B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up** and **B** again.

### ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

#### One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

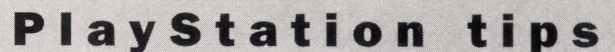
#### Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you choose.









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them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

#### LOADED

##### All the Cheats

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

**AMMO:** Down, Right, **O**, Left, Right, **O**. Select this option to boost your ammo.  
**HEALTH:** Right, Right, Left, Down, Down, Up, **△**, **△**. Use this option to refill your energy meter.  
**POWER:** Right, Down, Right, **△**. This option will power-up your weapon.  
**LIVES:** Left, Down, Right, **△**, **△**, **X**, **O**. This option gives you one extra life each time you press the button.  
**SMART:** **R1**, **R2**, **X**, **△**, **△**, **△**, **R1**, **R2**, **O**, **△**. Get one extra smart bomb each time you press the button with this option highlighted.  
**SKIP LEVEL:** **X**, **R1**, **△**, **R1**, **△**, **O**, **R2**, **R2**, **X**, **△**, **△**. Use this option to skip the current level and start on the next stage.

#### MORTAL KOMBAT 3

##### Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, **X** six times and **O** nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

##### Secret Cheat Mode

During the opening demo, quickly press **X**, **O**, **△**, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round. If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **X**, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

#### NBA JAM T.E.

##### Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra

players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

##### Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: **↑↑↑↓↓↓**  
 Powerup Dunks: **←→XO←→**  
 Powerup Defense: **→↑↓→↓↑**  
 Powerup 3-Pointers: **↑↓→←←↓↑**  
 Powerup Fire: **↓→→O←**  
 Quick Hands: **←←←←→**  
 Max Power: **→→←→X←→**  
 High Shots: **↑↓↑↓↑O○○↓**  
 Push one opponent and both fall: **↑↑↑↑←←←←○○**  
 Push one opponent and only his teammate falls: **↑↑↑↑←←←←O△**  
 Baby Mode: **○○○○○○**  
 Huge Mode: **△X△X△X△X△X△X△X**  
 Big Head: **△X△X△X△X△X△X**  
 Mammoth Head: **△X△X△X△X△X△X**  
**△X△X△X△X△X△X**

#### NBA SHOOT OUT

##### All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1**, **L1**, **R1**, **L1**, **R2**, **L2**, **R2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1**, **R1**, **R2**, **L1**, **L2**, **L1**, **L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

##### Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. The distracting game statistics will disappear.

#### THE NEED FOR SPEED

##### Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS"; then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

##### "Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

##### Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

##### Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu

and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

#### NFL GAMEDAY

##### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

**OFFENSE**—Gives you a high-powered offense

**DEFENSE**—Gives you a high-powered defense

**JUICE**—Gives you a more powerful "speed burst" from the X button when running

**STICKUM**—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

**BIG. BOYS**—Makes the linemen look bigger

**CANNON.ARM**—Lets your quarterback throw farther

**STERIODS**—Players fly farther when hit

**CRUNCH.TIME**—Injuries happen more frequently

**PICK.CITY**—Interceptions are easier

**SKELETON**—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

**MAYHEM**

**URNOTREDE**

**EEGGCODE13**

**EEGGCODE14**

**EEGGCODE15**

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press **O**, **O**, **Left**, **O**, **O**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

##### Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release **O**, then press and continue to hold **Left**, **O**, then **△**. Finally, release the buttons in the following order: **Left**, **△**, **O**.

#### RIDGE RACER

##### Title Screen Tricks

If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

**△**: Spin left

**○**: Spin right

**X**: Zoom in

**△**: Zoom out

**START**: Make the flag transparent

##### Rotate Cars

At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direc-

tion in which the car is rotating.

##### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

##### Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

##### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

##### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

#### RISE 2: RESURRECTION

##### Boss Code

To play as the boss character, enter the following code on either controller at the character-select screen: **Right**, **Right**, **Right**, **Up**, **Up**, **Down**, **Left**, **Left**, **Down**. **Down**. Vitriol will appear as your chosen fighter.

#### SKELETON WARRIORS

##### Invincibility

At any time during the game, press **START** to pause, then press **Down**, **O**, **△**, **△**, **Up**, **X**. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

#### SLAM 'N JAM '96

##### FEATURING MAGIC & KAREEM

##### Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

##### Small Player Mode

As above, get to the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

##### Shot Percentage Indicator

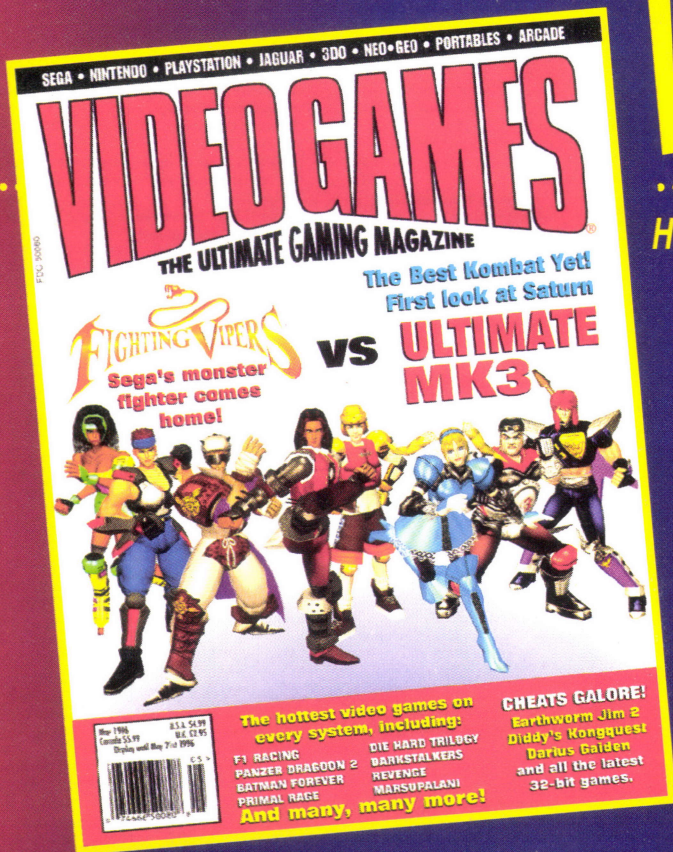
As above, get to the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

#### STREET FIGHTER ALPHA

##### Secret Characters

To play as a hidden character, highlight the "???" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "???" box and pressing **Down**.



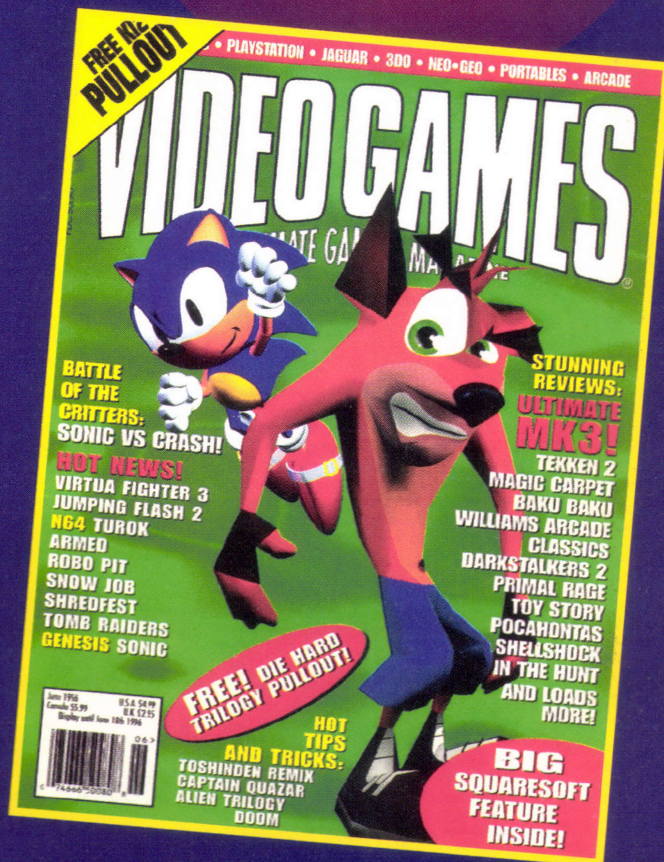


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TATT69





M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then +△ simultaneously. M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then +△ simultaneously.

To choose the alternate-color Bison, end the code by pressing X+O simultaneously instead of +△.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then +△ simultaneously. Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then +△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X+O simultaneously instead of +△.

Dan (both players)—Hold the L2 and R2 buttons and press △, □, X, O, △. To choose the alternate-color Dan, hold L2 and R2 and press △, O, X, □, △.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### TEKKEN

##### Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

##### Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

##### Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

##### Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the eight in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

##### Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad

Paul: Hold ↗ on the D-pad

Law: Hold → on the D-pad

Jack: Hold ↘ on the D-pad

Nina: Hold ↓ on the D-pad

King: Hold ↙ on the D-pad

Yoshimitsu: Hold ← on the D-pad

Michelle: Hold ↖ on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad

Kuma: Hold L1+L2+R1+R2+↗ on the D-pad

Wang: Hold L1+L2+R1+R2+→ on the D-pad

P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad

Anna: Hold L1+L2+R1+R2+↓ on the D-pad

Armor King: Hold L1+L2+R1+R2+↙ on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

*Mystery Fruits*

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit".

Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

*Warhawk*

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

△△△△△△—Preview the Epilogues

△△△△△△—Check the Special Upgrades

△△△△△△—Preview the Movies

△△△△△△—Kali Mode (Powered-Up Weapons)

△△△△△△—Thor Mode (9999 Flash Bombs)

△△△△△△—Infinite Weapons

△△△△△△—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

△△△△△△—Desert Level

△△△△△△—Pyramid Has Risen

△△△△△△—Desert is All But Done

△△△△△△—Canyon Level

△△△△△△—In the Canyon with Amber

△△△△△△—In the Canyon with Belle

△△△△△△—In the Canyon with Crystal

△△△△△△—Approaching Uma

△△△△△△—Airship Level

△△△△△△—Post-Transformation Airship

△△△△△△—Airship Rear Hanger is Open

△△△△△△—Volcano Level

△△△△△△—Volcano Boss is Active

△△△△△△—Gauntlet Level

△△△△△△—East Gauntlet Boss

△△△△△△—West Gauntlet Boss

△△△△△△—In with the Gatekeeper

△△△△△△—Stormland

△△△△△△—Above 1st Force Field

△△△△△△—Above 2nd Force Field

△△△△△△—Above 3rd Force Field

△△△△△△—Kreel's Door is Open

△△△△△△—Face-to-Face with Kreel

WUPEOUT

Secret Trick

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and ○ and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

*Rapier Class*

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

#### WWF WRESTLEMANIA: THE ARCADE GAME

##### Invincibility

At any time during the game, press the START button to pause, then press X, △, R2, Up. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

*Stop the Timer*

At any time during the game, press the START button to pause, then press X, △, R2, Left. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

*Super Strength*

At any time during the game, press the START button to pause, then press X, △, L2, Down. You'll see the screen flash for an instant. When you unpause, your

X△△△△—Assault on Cyburbia

△△△△△—Rooftop Combat—The Final Battle

△△△△△—Battle with Minion

△△△△△—Secret Level: The Fight of Your Life

△△△△△—Infinite Weapons

△△△△△—Invincibility

△△△△△—Helicopter Camera Angle

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

△△△△△△—Preview the Epilogues

△△△△△△—Check the Special Upgrades

△△△△△△—Preview the Movies

△△△△△△—Kali Mode (Powered-Up Weapons)

△△△△△△—Thor Mode (9999 Flash Bombs)

△△△△△△—Infinite Weapons

△△△△△△—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

△△△△△△—Desert Level

△△△△△△—Pyramid Has Risen

△△△△△△—Desert is All But Done

△△△△△△—Canyon Level

△△△△△△—In the Canyon with Amber

△△△△△△—In the Canyon with Belle

△△△△△△—In the Canyon with Crystal

△△△△△△—Approaching Uma

△△△△△△—Airship Level

△△△△△△—Post-Transformation Airship

△△△△△△—Airship Rear Hanger is Open

△△△△△△—Volcano Level

△△△△△△—Volcano Boss is Active

△△△△△△—Gauntlet Level

△△△△△△—East Gauntlet Boss

△△△△△△—West Gauntlet Boss

△△△△△△—In with the Gatekeeper

△△△△△△—Stormland

△△△△△△—Above 1st Force Field

△△△△△△—Above 2nd Force Field

△△△△△△—Above 3rd Force Field

△△△△△△—Kreel's Door is Open

△△△△△△—Face-to-Face with Kreel

WUPEOUT

Secret Trick

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and ○ and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

*Rapier Class*

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WWF WRESTLEMANIA: THE ARCADE GAME

Invincibility

At any time during the game, press the START button to pause, then press X, △, R2, Up. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

*Stop the Timer*

At any time during the game, press the START button to pause, then press X, △, R2, Left. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

*Super Strength*

At any time during the game, press the START button to pause, then press X, △, L2, Down. You'll see the screen flash for an instant. When you unpause, your

wrestler will be powered-up; all attacks will do extra damage.

*Weaken Opponent*

At any time during the game, press the START button to pause, then press X, △, L2, Right. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

*Cancel Cheats*

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press □, O, △, X. You'll see the screen flash for an instant; now all of the cheats have been disabled.

*Combo Code*

At the player select menu, hold the L1 and R2 buttons and press X, X, O, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

#### ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

*Alternate Character Color/Texture*

Press Up + any button when choosing your fighter at the character-select screen.

*Additional Color Choices*

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold SELECT. Now push any other button (including the L and R buttons) to choose different character colors.

*Watch Mode*

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

*Stage Select*

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

*Hidden Comic Strip*

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

*Secret Bosses*

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO.

*Boss Codes*

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

*Hidden Game*

Put *Zero Divide* into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.





## BAKU BAKU ANIMAL

### League Mode

At the title screen—while the words “Press Start Button” are flashing on the screen, spell the game’s title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You’ll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you’ll find a new option called “League Mode”. Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode. When you choose this item, you’ll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are “View Records” (see description below) and “Return to League Mode Menu”.
- **Name Entry:** Choose from one of five save slots and enter your name. Move the cursor to the “ABC” item and you’ll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says “backspace” and the one in the lower right corner means “done”.
- **Delete Name:** Use this option to remove any of the registered names from the machine’s memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say “Yes”.
- **View Records:** Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.
- **View Records / Return to Main Menu:** The next-to-last menu item brings up a quick description of how the League Mode works; there’s really nothing here that you can’t figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

## BATTLE ARENA TOSHINDEN REMIX

### Big Heads

To change the fighters in *Toshinden Remix* into super-deformed big-heads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you’ll see that both characters have enormous heads.

### Custom Camera

Press **START** during a battle to pause the game. Choose “**OPTIONS**”; then, at the options menu, highlight any option except “**Exit**” and hold the **L** button. While holding **L**, move the cursor to “**EXIT**” and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

**L**—Rotate the playfield clockwise  
**R**—Rotate the playfield counter-

clockwise

**D-pad**—Pan the camera up, down, left or right

**Y**—Zoom in

**X**—Zoom out

Press **START** to bring the “Pause” menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you’ll be back in the “custom camera” mode.

## BLACKFIRE

### FMV Fiesta

To watch all of *BlackFire*’s full-motion video sequences, enter the following code while the words “PRESS START BUTTON” are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

### Infinite Weapons + Fuel

At the title screen—while the words “Press Start Button” are flashing—press **L, A, Z, Y, A, Down, Down**. You’ll hear a voice say, “There she is! Beans and bullets on the way!” With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

### Invincibility

Also at the title screen—while the words “Press Start Button” are flashing—press and hold **A**, then **B**, then **C**, then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You’ll hear a voice say, “You are on the wrong team.” With this code in place, start the game and you’ll find that your helicopter is invincible.

### Stage Skip

Again, at the title screen—while the words “Press Start Button” are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You’ll hear a voice say, “Black hole engaged.” With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

## BUG!

### Stage Skip

Press **START** at the first title screen to bring up the words “Start Game” and “Options”. Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the **D-pad**.) You’ll hear the Bug yell, “Yike!” to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the **D-pad**. To warp to the previous stage, just hold **L** and press **Down**.

## CLOCKWORK KNIGHT

### 999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Z**.

## Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words “PRESS START BUTTON” are flashing on the title screen. The words “Betsey’s Room” will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a “Last Boss” option to the list.

## CLOCKWORK KNIGHT 2

### Boss Select

Choose “Bosses Galore” from the main menu; then, when the “Bosses Galore” title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You’ll see the name “Bob” on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

### Hidden Mini-Games

Choose the “Bosses Galore” option; then, while the “Bosses Galore” title is on the screen, press **Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You’ll hear a little tune and the word “Minigame” will appear. Now choose “Start” to find the hidden “Mini-Games Corner” menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the “Loading” screen. There’s even a crazy driving game starring Baro-Baro.

### 999 Lives

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words “Player 999” will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

### Stage Select

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the **D-pad** to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

### See the Ending

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word “Ending” will appear on the screen. Now choose “Start” to see the cinematic sequence from the end of the game, including the cast’s final curtain call.

### Secret Screens

*Clockwork Knight 2* uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

### Control the Level 1 Boss

It’s tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you’ll have a

better chance at trying. Here goes: As soon as the snake boss appears in the “Kid’s Room” boss stage, you’ll see a spotlight appear on him and he’ll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you’ll be controlling the boss with Controller 2. Here are the controller commands:

**D-pad Left, Right**—Move the boss left or right

**D-Pad Up, Down**—Move the boss closer or farther away

**Z, C**—Move the boss up or down

**A, B, Y, L, R**—Make boss noises

**X**—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

### Control the Level 2 Boss

You can also control the monkey boss in the “Study Room” level. When the piece of paper first transforms into the monkey, he’ll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he’s finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

**D-pad Left, Right**—Make the boss face left or right

**A**—Make the monkey beat his chest

**B**—Pick up Pepperouchau and slam him to the ground (if you’re close enough)

**C**—Jump into the air and land on Pepperouchau

## COLLEGE SLAM

### Secret Teams

At the *College Slam* title screen—while the words “Press Start” are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You’ll hear a faint “plink” sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including “Daytona Beach”, “Palm Springs” and seven fraternities.

### Whirlwind Cheat

Choose a “Head-to-Head” game at the main menu and pick your teams. When the “Vs.” screen appears and the announcer says, “Today’s match-up...” quickly rotate the **D-pad** 720° clockwise like so: **↑→↓↙←↗↑↘→↓↙←↗↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

## DARIUS GAIDEN

### Extra Credits

At the “Game Start/Option” screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You’ll hear a sound to confirm the code. Now start the game and you’ll find that both players have nine continue credits instead of the usual three.

### Mega Fire

Also at the “Game Start/Option” screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You’ll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

### Extra Difficulty Settings

Again, at the “Game Start/Option”





screen, hold **X**, then press **Z**, **C**, **L**, **B**, **Left**, **R**, **L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

## DAYTONA USA

### Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

### Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

### Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

### Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

### Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

### Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L**, **R**, **C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

### Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

### Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X**, **Z**, **A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

### Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

### Hidden Music

Buried within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B.—Main theme from *After Burner*  
K.A.G.—"Maximum Power" from *After Burner*  
K.O.U.—Title theme from *Alex Kidd*  
S.A.O.—"Break Out" from *Alien Storm*  
J.I.M.—Title theme from *Alien Syndrome*

A.N.I.—"Rise From Your Grave" from *Altered Beast*  
Y.A.M.—"Choice" from *Bloxxed*  
B.N.B.—Theme from *Bonanza Bros.*  
Y.O.J.—"BGM A" from *Bonanza Bros.*  
Y.A.N.—"Filthy" from *Columns*  
I.G.A.—"Select" from *Columns 2*  
K.O.S.—"King of Speed" from *Daytona USA*  
L.G.A.—"Let's Go Away" from *Daytona USA*  
S.K.H.—"Sky High" from *Daytona USA*  
P.P.—"Pounding Pavement" from *Daytona USA*  
D.S.T.—"Beat Away" from *Dunk Shot*  
K.A.O.—"Toast!" from *Dunk Shot*  
H.S.—"A.H.I.R.U." from *Dynamite Dux*  
E.R.—Main theme from *Enduro Racer*  
M.A.S.—"BGM 2" from *Enduro Racer*  
E.X.N.—"BGM A" from *Exhaust Note*  
Y.U.I.—"Good! Let's Go!" from *Flashpoint*

G.L.C.—"Air Battle" from *G-LOC*  
N.A.G.—Opening theme from *G-LOC*  
G.F.—"Beyond the Galaxy" from *Galaxy Force*  
H.S.B.—"Defeat" from *Galaxy Force*  
G.D.A.—"Wilderness" from *Golden Axe*  
G.P.R.—"Time Attack" from *GP Rider*  
H.O.—Main theme from *Hang-On*  
K.T.—"Advertise" from *Hang-On*  
S.H.O.—"Sprinter" from *Super Hang-On*  
M.M.—"Outside a Crisis" from *Super Hang-On*  
K.E.N.—Title Demo theme from *Line of Fire*

U.M.E.—"MJ-Dance" from *Michael Jackson's Moonwalker*  
.K.K.—"Theme of Kouchi" from *Original*  
O.R.—"Magical Sound Shower" from *OutRun*  
T.O.R.—"Rush A Difficulty" from *Turbo OutRun*  
O.S.I.—"Vivacious" from *Turbo OutRun*  
O.R.S.—"Adventure" from *OutRunners*  
P.D.—"Like the Wind" from *Power Drift*  
I.S.O.—"Poker Face" from *Power Drift*  
Q.T.T.—"BGM 1" from *Quartet*  
M.I.T.—"Earth Frame G" from *R360*  
T.R.S.—"Earth Frame G" from *R360*  
R.M.—"Soup Up" from *Rad Mobile*  
O.K.A.—Theme from *Rent-A-Hero*  
K.A.Z.—"BGM 1" from *Scramble Spirits*

S.D.I.—"System Down" from *S.D.I.*  
M.M.M.—"Blue Moon" from *S.D.I.*  
S.H.—Main theme from *Space Harrier*  
S.C.—"Game Start" from *Stadium Cross*  
S.F.—Opening theme from *Strike Fighter*  
A.S.A.—"Funky Bomb" from *Strike Fighter*  
S.M.G.—"Advertise BGM" from *Super Monaco G.P.*  
A.O.—"Name Entry" from *Super Monaco G.P.*  
V.M.O.—Theme from *Sword of Vermillion*  
T.E.T.—"Tetrimix" from *Tetris*  
T.B.—"Burning Point" from *Thunder Blade*  
N.A.K.—"Type 2" from *Thunder Blade*  
T.A.K.—"Type 3" from *Super Thunder Blade*  
A.K.J.—"Advertise" from *Virtua Cop*  
D.E.K.—"Advertise" from *Virtua Cop*  
V.F.—"Akira Stage" from *Virtua Fighter*  
A.Y.—"Akira Stage" from *Virtua Fighter*

J.B.—"Jacky Stage" from *Virtua Fighter*  
S.B.—"Sarah Stage" from *Virtua Fighter*  
P.A.I.—"Pai Stage" from *Virtua Fighter*  
K.M.—"Kage Stage" from *Virtua Fighter*  
W.H.—"Wolf Stage" from *Virtua Fighter*  
J.M.—"Jeffry Stage" from *Virtua Fighter*  
L.A.U.—"Lau Stage" from *Virtua Fighter*  
V.F.T.—"Lion Stage" from *Virtua Fighter 2*  
V.R.—"Polygonic Continent" from *Virtua Racing*

## EARTHWORM JIM 2

### Infinite Energy

Press **START** to pause the game at any time during play, then press **Left**, **A**, **Z**, **Y**, **Down**, **A**, **Y**, **Down**. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.

### Infinite Lives

Press **START** to pause the game at any time during play, then press **Y**, **A**, **Right**, **Down**, **Down**, **A**, **Left**, **Right**. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

## GOLDEN AXE: THE DUEL

### Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the **L** button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

### Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": → ↓ ↘ → ↗ + **X**, **Y** or **Z**  
Milan Flare's "Bloody Tempest": Hold ↓, then ↘ → ↗ + **A**, **B** or **C**. Press ↓ + **X**, **Y** or **Z** on the way down.  
Gillius Rockhead's "Jaw Break": → ↓ ↘ ↗ + **X**, **Y** or **Z**  
Zoma's "Dark Carnival": ↓ ↘ → ↓ ↗ + **X**, **Y** or **Z**  
Jamm's "Spirit Summons": Hold ←, then → ↓ ↘ + **X**, **Y** or **Z**

Doc's "Shockwave": → ↘ ↓ ↗ ← → + **X**, **Y** or **Z**  
Panchos' "Blast Wave": ← ↗ ↓ ↘ → ↗ + any **Kick** button  
Green's "Mammoth Slam": → ↘ ↓ + **Z** (while jumping in)  
Keel's "Insanity Winds": ↓ ↗ ← ↘ ↗ ← + **X**, **Y** or **Z**  
Death Adder's "Falling Sky": ↓ + **C** (in the air)

## GUNGRIFON

### Disable Targeting Cursor

At the main title screen—while the words "Press Start Button" are on the screen—quickly press **Left**, **Right**, **C**, **A**, **START**. This makes the game more difficult by disabling your mech's targeting cursor.

### Disable Radar

Also at the main title screen, quickly press **B**, **B**, **B**, **Down**, **C**, **START**. This makes the game more difficult by disabling your mech's radar systems.

### Hard Mode

Also at the main title screen, quickly press **Down**, **C**, **C**, **A**, **START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

### Infinite Jumping Ability

Also at the main title screen, quickly press **Up**, **Right**, **Down**, **Left**, **Z**, **START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

### Infinite Ammunition

Also at the main title screen, quickly press **B**, **B**, **B**, **C**, **START**. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire.

## HANG-ON GP

### Access All Courses

Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R**, **L**, **R**, **R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

## HIGH VELOCITY

### Secret Vehicle (The Hard Way)

If you finish all 36 heats, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

### Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the **L**, **R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L**, **R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

### Secret Course

At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any



Nintendo			SNES			SEGA			PlayStation			Gameboy								
1942	5	Milons Sec Castle	5	7th Saga	42	NBA Live 95	22	Menacer Game	2	NBA Live 95	22	A-Train	40	MLBPA Bottom/9th	50	Aladdin	33	NBA All Star 2	15	
1943	5	Mission Imp	5	Act Raiser	42	NBA Live 96	22	Aladdin	5	Phantasy Star 3	22	Agile Warrior-F111	50	Mortal Kombat 3	38	Alleyway	13	NBA Jam	25	
1943	5	Monopoly	19	Ahh Real Monstrs	38	NBA Showdown	13	Bulls vs Blazers	5	Ren & Stimpy	22	Air Combat	35	NBA In The Zone	40	Asteroids/Msl Cmdr	24	NBA Jam-Turn	33	
15	NARC	5	Aladdin	35	NCAA Bsktbl	13	Bulls vs Lakers	5	WWF Royal Rmble	22	Alien Trilogy	50	NBA Jam-Turn	50	NBA Live 96	30	Baseball	9	Nemesis	9
15	NARC	5	Alien 3	25	NFL QB Club	13	Chakan	5	Zoop	22	Assault Rigs	28	NBA Live 96	30	Bases Loaded	12	NFL	9	Batman	19
15	Ninja Gaiden 2	5	Aliens/Predator	29	NHL Hockey 95	25	NBA Allstar Chlg	5	After Burner 2	25	Battle Arena Tsh 2	28	NBA Live 96	30	Battlefield	12	Operation C	9	Battlefield	17
15	Operation Wolf	5	Basins Blck Bass	45	NHL Hockey 96	49	Pflichter	5	Aladdin	25	Battle Arena Tsh	30	NFL Game Day	55	Battlefield 2	12	Paperboy	17	Battlefield	17
15	Pac-Man	25	Batman Returns	19	NHL Stanley Cup	13	Shadow Dancer	5	FIFA Soccer 95	25	Battle Arena Tsh	30	NFL Game Day	55	Centipede/Milpede	29	Play Act Ftbl	8	Battlefield	17
15	Baseball	4	Batman Returns	22	Out Of This Wrld	13	Evander Hyfild	5	Greatest Hyvlys	25	Battle Arena Tsh 2	55	Novastorm	20	Chase HQ	17	Skate Or Die 1-B&R	9	Battlefield	17
15	Baseball Smtr	4	Beavis & Butthead	25	Paladins Quest	29	Shaq Fu	7	John Madn 95	25	Beyond the Bymnd	50	Overlord Extreme	25	College Slam	30	Radar Mission	9	Battlefield	17
15	Baseball Stars	18	Big Hurt Btbl	49	Paperboy 2	25	Sonic Hdghog	7	Lion King	7	Big Hurt Baseball	50	Panzer General	40	Castlevania 2	9	Ren & Stimpy-SC	17	Battlefield	17
15	Bases Loaded	5	Boxing Legends	39	Play Act Ftbl	13	Sonic Hdghog 2	7	Mickey Ms Cstl	25	Braindead 13	35	PGA Tour Golf 96	55	Castlevania Adv	9	Revenge Of Gator	17	Battlefield	17
15	Bases Loaded 2	5	Brain Lord	49	Brain Lord	59	Tony Lu Russa	5	FIFA Soccer 96	25	Chessmaster 3D	30	Philosoma	35	Castlevania Adv	29	Simpsons:Escape	19	Battlefield	17
15	Batman	9	Breath of Fire	35	Pilot Wings	13	Bill Walsh Ftbl 95	5	Power Rangers	25	Chronicles O Swrd	45	Power Serve Tennis	30	Chase HQ	17	Skate Or Die 1-B&R	9	Battlefield	17
15	Batman	9	Breath of Fire 2	79	Pitfall Harry	25	College Fb	5	Revolution X	25	Critcom	22	Primal Rage	30	College Slam	30	Solar Striker	9	Battlefield	17
15	Batman	9	Bubby	35	Pitfall Harry	25	Cyborg Jst	5	Road Rash	25	Critcom	22	Primal Rage	30	Castlevania 2	9	Skate Or Die 1-B&R	9	Battlefield	17
15	Batman	9	Bubby 2	45	Populous	8	FIFA Soccer	5	Flashback	25	Cyber Speed	22	Primal Rage	30	Castlevania 2	9	Skate Or Die 1-B&R	9	Battlefield	17
15	Batman	9	Bubby 2	45	Power Rangers	29	Ghouls Ghosts	5	Zero Tolerance	25	Cyberia	30	Return Fire	40	Double Dragon	13	Star Trek Nxt Gen	18	Battlefield	17
15	Batman	9	Bubby 2	45	Primal Rage	29	Golf	5	Zombies Ate Nghr	25	Cyberised	18	Revolution X	30	Dr Mario	15	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Ren & Stimpy Vdts	13	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Robo Trek	38	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Samurai Shodown	25	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
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15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49	John Madn 95	5	Columns	28	D	35	Ridge Racer	40	Earthworm Jim	35	Star Wars	22	Battlefield	17
15	Batman	9	Bubby 2	45	Secret Of Evmore	49														





of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

## LAST GLADIATORS DIGITAL PINBALL

### Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

### Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

### Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery List
- 07—SPQR
- 08—Thrascians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; while the numbers are gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

### Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

## MORTAL KOMBAT II

### Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

## NHL ALL-STAR HOCKEY

### Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

### Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then

advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

## NIGHT WARRIORS: DARKSTALKERS' REVENGE

### Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

### Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original Darkstalkers game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" Darkstalkers or the default Night Warriors music (called "Hunter" after the game's Japanese title, Vampire Hunter).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original Darkstalkers game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original Darkstalkers game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" Darkstalkers colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.

- "BGM Test" lets you listen to the game's music.
  - "Pause" Code
- At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

## PANZER DRAGON

### Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

### Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

### Invincibility

Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

### Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

### Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start over.

### Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

### New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

### Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

### Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during Panzer Dragon's demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

- Right—Rotate screen clockwise
- Left—Rotate screen counter-clockwise
- A+Right—Rotate image clockwise
- A+Left—Rotate image counter-clockwise





**Down**—Zoom in  
**Up**—Zoom out  
**A+Down**—Tilt backward  
**A+Up**—Tilt forward  
**X or Y**—Hold either of these buttons to change the character's shading  
**A+B+C**—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

#### PEBBLE BEACH GOLF LINKS

##### Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

##### Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Infinite Lives

At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

#### SEGA RALLY CHAMPIONSHIP

##### Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

##### Secret Car

At the main menu, press **X, Y, Z, Y, X** on Controller 1. You won't hear any signal to confirm the code, but

when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

#### SHINOBI LEGIONS

##### 999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C, A, B**. The number of Shurikens will change to 999.

##### 99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, Z, B, Y, C, X, START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

##### Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, B, C, B, A, START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

##### Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A, B, A, B, C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

#### SLAM 'N JAM '96

##### FEATURING MAGIC & KAREEM

##### Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

**Big Head Mode**: Tap the **X** button quickly and repeatedly until the tip-off.

**Tiny Player Mode**: Tap the **Z** button quickly and repeatedly until the tip-off.

**Shot Percentage Indicator**: Press the **L** button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

#### STREET FIGHTER ALPHA

##### Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following

codes before the timer expires:

**Player 1**—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ryu with the **Tab** button (the default is **X** on the Saturn.)

**Player 2**—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and **M. Bison** will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

##### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

**M. Bison (Player 1)**—Hold the **L** button and press **Left, Left, Down, Down, Left, Down, Down**, then **X+Y** simultaneously.

**M. Bison (Player 2)**—Hold the **L** button and press **Right, Right, Down, Down, Right, Down, Down**, then **X+Y** simultaneously.

To choose the alternate-color **Bison**, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Akuma (Player 1)**—Hold the **L** button and press **Left, Left, Left, Down, Down, Down**, then **X+Y** simultaneously.

**Akuma (Player 2)**—Hold the **L** button and press **Right, Right, Right, Down, Down, Down**, then **X+Y** simultaneously.

To choose the alternate-color **Akuma**, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Dan (both players)**—Hold the **L** and **R** buttons and press **Y, X, A, B, Y**.

To choose the alternate-color **Dan**, press **Y, B, A, X, Y**.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### VIRTUA FIGHTER

##### Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra

bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

##### See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

##### Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

#### VIRTUA FIGHTER

##### Boss Code

At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

##### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

##### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up 17** times and immediately press **START**, Dural will be added to the alternate character menu.

##### Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**.

##### Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

#### VIRTUA FIGHTER REMIX

##### Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.



## ADVENTURE ISLAND

### Power-Ups

At the title screen, enter 0894 as your password to start with 99 of each item.

## AVENGING SPIRIT

### Hard Mode

At the title screen, push Up, A, and B at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## BATTLEROADS IN RAGNAROK'S WORLD

### Five Extra Toads

At the title screen, hold Down, A and B, then press **START**. You'll start the game with five lives instead of three.

## BILL & TED'S EXCELLENT ADVENTURE

### Passwords

Adventure 2: New Mexico 1879, 555-4239  
Adventure 3: Ancient Greece 410 BC, 555-6767  
Adventure 4: Medieval England 1456, 555-8942  
Adventure 5: San Dimas 1,000,000 BC, 555-4118  
Adventure 6: Shopping Mall, 555-8471  
Adventure 7: School Room, 555-2989

## BIONIC COMMANDO

### Re-equip

To return to the skies to re-equip, hold **START**, then press A and B simultaneously.

## BLADES OF STEEL

### Sound Test

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, **START**.

## BUBBLE BOBBLE PART 2

### Stage Select

Enter 5 ▶ V as your password, then press the **START** button. A stage-select menu will appear on the title screen.

## COLLEGE SLAM

### Power-Up Codes

Perform each of the following cheats at the "Tonight's Match-Up" screen.  
Shot Percentage display: Press Down, B, Up, Up and Down.  
Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.

## CONTRA: THE ALIEN WARS

### Stage Skip

Enter the password H2F2, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

## ELEVATOR ACTION

### Bonus

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:  
Digit 0 or 1: Shotgun  
Digit 2 or 3: Machine Gun  
Digit 4 or 5: Pistol  
Digit 6 or 7: Grenade  
Digit 8 or 9: Heart

## FACEBALL 2000

### Secret Room/Level Warp

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25. If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.) Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find more powerups and warps to levels 45, 50 and 55.

## FINAL FANTASY

### Extra Sounds

Select the Continue option at the title screen. Highlight any saved files past level 57. Press B to return to the title screen. Hold **SELECT**, B and **START** to access Sound Test and use the A button to listen to the sounds.

## FINAL FANTASY LEGEND II

### Sound Test

At the title screen, press **SELECT**, B and **START** at the same time. Sound and music options will appear on the screen. Change the sound selections by pressing the direction keys and listen to them by pressing A.

## THE JUNGLE BOOK

### Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15.

## JURASSIC PARK

### Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and **SELECT**. Repeat the sequence again, then press **START** to begin. Now during the game, hold **START**, then press **SELECT** to skip to the next area of the game.

## KILLER INSTINCT

### Boss Code

Choose any character. Then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press **SELECT**, **START**, B, A.

## KIRBY'S DREAM LAND

### Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press Up on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

## THE LEGEND OF ZELDA: LINK'S AWAKENING

### Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

## THE LION KING

### Stage Skip

At any time during the game, press **START** to pause, then quickly press B, A, B, A, A. You'll immediately skip to the next stage.

## MORTAL KOMBAT

### Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the **SELECT** and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

## NBA JAM

### Juice Mode

At the "Tonight's Match-Up" screen, tap any button 14 times, then hold A and B until the tip-off.

### Power-Up Dunks

At the "Tonight's Match-Up" screen, press any button ten times, then hold Down and A until the tip-off.

### Power-Up Fire

At the "Tonight's Match-Up" screen, tap any button seven times, then hold Down and Left on the D-pad until the tip-off.

### Power-Up Turbo

At the "Tonight's Match-Up" screen, tap any button 15 times, then hold Up and B until the tip-off.

### Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to enter the last letter.

Mark Turmell: Enter the initials WL, highlight the letter M, press Left and B to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M.

Chow Chow: Enter the initials AM, highlight the letter Q, press Down, A and B to enter the letter X.

Weasel: Enter the initials MA, highlight the letter U, press Up, **START**, A and B to enter the letter U.

## NBA JAM TOURNAMENT EDITION

### Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—Left, Left, Left, Left, A, Right, High Shots—Up, Down, Up, Down, Right, Up, A, A, A, Down

Slippery Court—A, A, A, A, A, Right, Right, Right, Right, Right

Display Shot Percentage—Up, Up, Down, Down, B

Power-Up 3-Pointers—Up, Down, Left, Right, Left, Down, Up

Power-Up Goaltending—Right, Up, Down, Right, Down, Up

Power-Up Dunks—Left, Right, A, B, B, A

Power-Up Fire—Down, Right, Right, B, A, Left

Max. Power—Right, Right, Left, Right, B, B, Right

Powerup Offense—A, B, Up, A, B, Up, Down

Powerup Push—Down, Right, A, B, A, Right, Down

Powerup Turbo—B, B, B, A, Down, Down, Up, Left

Powerup Speed—Up four times, Left four times, B, A

## NINJA BOY

### Continue

You can continue from the last stage you were on by hold the A button and pressing **START**.

## OPERATION C

### Ten Men

After the title screen appears, press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Right, Right, Right, Right, A, B, **START**.

## Q\*BERT

### Hidden Movie

On the title screen press Right, Up, B, A, Down, Up, B, Down, Up, B.

## RAGING FIGHTER

### Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press Up, Up, Down, Down, Left, Right, Left, Right, B, B to play against the same character (same color) in a one-player game.

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game.

Press Up, Up, Down, Down, Left, Right, Left, Right, A, A to play against the same character (same color) in a two-player game.

Press Up, Up, Down, Down, Left, Right, Left, Right, A, B to play against the same character (alternate color) in a two-player game.

## SAMURAI SHODOWN

### Secret Shodown Characters

To get three secret characters, press the **Select** button three times while Haohmaru is shown in the opening demo.

## SNOW BROS. JR

### Invincibility

When the title screen appears, hold Left, Down, A and B, simultaneously. Press **START** to become invincible.

### Bonus Bowl

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

### Select Stage

At the title screen, hold Up, **SELECT** and B, then press **START**. Choose any stage and press **START** to play.

## SPUD'S ADVENTURE

### Stage Select

Enter BANCHOU as your password. The message "Map Select 000" will appear. Press Down on the D-pad to change the Map Select number, then press **START** to begin.

## STAR TREK

### Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press Left to take a shortcut through hyperspace. This only works once in each level.

## STAR TREK: THE NEXT GENERATION

### Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears, choose different assignments by pressing Up.

## SUPER MARIO LAND 2—6 GOLDEN COINS

### Easy Mode

When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

## T2: JUDGMENT DAY

### Slow Down

Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

## TETRIS BLAST

### "Fight 2" Mode

At the title screen, press B five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

### Level Passwords

Stage 2	ZFFJJFF
Stage 3	B/MMLLKB
Stage 4	XSDGGGDM
Stage 5	KCWGLLHK
Stage 6	VG.LJJDM
Stage 7	K.TDGMFK
Stage 8	XZSCDDKK
Stage 9	DFMYLLDD
Stage 10	YGCDDHLL
Stage 11	GVMYLLCJ
Stage 12	WCDDGD
Stage 13	CJXTBCCF
Stage 14	ILYLKLL
Stage 15	LXWTBMMB
Stage 16	VSRPDCCCH

## TRACK & FIELD

### U.F.O.

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

### Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

### Flowers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

## TRACK MEET

### Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B. Cheetin.
- Enter REGURU and you'll face off against Jack Stop.
- Enter the name APPLEII to change some of the signs in the background to Apple II logos.

## TURRICAN

### Cheat Code

At the options screen, press A, B, B, A, B, A, A, B, A, B, A, A, B, A, A, then choose the "Cheat" option for infinite energy.

## WARIO BLAST

### One-Player Game

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

## WARIO LAND: SUPER MARIO LAND 3

### Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold A and B, then press Left or Right on the D-pad to move the cursor. Press Up or Down on the D-pad to change the numbers.

## WHO FRAMED ROGER RABBIT?

### Passwords

Scene 2: DLT3QYBY  
Scene 3: GPLDMSRC  
Scene 4: MMCFGWJU  
Scene 5: BGQTVKJP  
Scene 6: RTJBWN43

## WORLD HEROES 2 JET

### Boss Code

When the Takara logo appears, press Right, Left, A, B, and Up.





## AX BATTLER— A LEGEND OF GOLDEN AXE

### Passwords

Firewood Town—IMKP IIHE OGIH NNPH  
Turtle Village—BNLK LPAG HMGH NOGO  
Sand Marrow—AOEC DLCD PNPF FBPF  
Holmstock—EIIN PMOK PNGI CLUD  
Brookhill—CPGG CIAK AEFF OPKO

## AYRTON SENNA'S SUPER MONACO GP II

### Ending Password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

## BATMAN RETURNS

### Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the **2** button to hear each sound.

## DEFENDERS OF OASIS

### Sound Test

At the title screen, hold the **D**-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

## ECCO: THE TIDES OF TIME

### Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **Down**, **2**, **Up**.

## FANTASY ZONE

### Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

### Invincibility

Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the **D**-pad and press **1+2** simultaneously; the Mode setting will change to "UNDEAD".

## KRUSTY'S FUN HOUSE

### Super Passwords

Level 2: SELMA  
Level 3: SCRATCHY  
Level 4: SKINNER  
Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

## LEMMINGS

### Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

## MORTAL KOMBAT

### Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2**, **1**, **2**, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

## NBA JAM

### Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the **T**), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the **L**) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the **R**) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the **K**), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the **T**), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the **X**) and press **1**.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the **R**), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the **D**) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the **R**), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the **S**),

hold **2** and press **1**.

### Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."

Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.

"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the **D**-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

## PSYCHIC WORLD

### Sound Test/Level Select

Press and hold **Up** and **Left**, **1** and **2** then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press **1** and **2** while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

## QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY

### Passwords

AURGHH—The Stinking Dry Desert  
ZONNNK—The Stinking Wet Bayou

YYYOWW—The Perilous Mount Hoëk

ZOWCHH—The Great Frozen North

## SAMURAI SHODOWN

### Play As Amakusa

Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

## SHINING FORCE:

### THE SWORD OF HAJYA

#### Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will ap-

pear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

### Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen.

## SHINOBI

### Sound Test

At the title screen, hold down button **2** and **Up** while pressing **START**.

## SONIC THE HEDGEHOG 2

### Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC CHAOS

### Sound Test+Fireball

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the **D**-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2** to make Sonic throw a fireball.

## SPACE HARRIER

### Hard Mode

Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

### Easy Mode

Hold the **2** button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

## TENGEN WORLD CUP SOCCER

### Shootout Mode

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the **1** button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.





## BATTLESPORE

### Secret Character

At the title screen—when the words “Press Start to Continue” are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now choose an exhibition match or the “Instant action setup” and you’ll find a powerful secret character named Kubo who can be chosen as your opponent.

### Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now start the game in any mode; when it’s time to choose a vehicle, you’ll find a new tank called the Invader.

## CAPTAIN QUAZAR

### Super Power-Up

At any time during the game, press **P** to pause, then press **L**, **R**, **L**, **R**, **L**, **R**, **B**. You’ll hear Quazar say, “Whoa-ho-ho!” When you press **P** again to return to the game, you’ll have maxed out health, cannon ammo, missiles and grenades. Repeat this code whenever you’re low on health or supplies.

### Walk Through Walls

At any time during the game, press **P** to pause, then press **R**, **L**, **B**, **B**, **B**, **R**, **L**, **Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

## DEMOLITION MAN

### Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

### Stage Select

Pause the game on any level, then press **L**, **A**, **Up**, **Down**, **R**, **Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there.

## DOOM

### Cheat Codes

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won’t work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence: See the entire map—**L**, **R**, **A**, **Left**, **Left**, **Up**, **A**, **C**. See all of the items on the map—**L**, **R**, **Right**, **Up**, **B**, **Left**, **R**. God Mode (Invincibility)—**Up**, **Right**, **A**, **B**, **A**, **Down**, **A**, **L**, **L**. All weapons and keys—**A**, **Left**, **A**, **B**, **A**, **Right**, **A**, **C**, **A**. Start at any level—**L**, **Up**, **C**, **C**, **R**, **Down**, **A**, **Left**, **Left**. Two extra screen sizes—**Up**, **Right**, **L**, **Up**, **Right**, **Right**, **R**, **A**, **Left**.

## FIFA INTERNATIONAL SOCCER

### Cheat Codes

Each of the following codes should be entered with the **A**, **B**, **C**, **L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again: Invisible Walls: **A**, **B**, **B**, **A**, **C**, **A**, **B**, **A**, **B**, **B**, **A** Crazy Bounce: **L**, **A**, **B**, **A**, **R**, **C**, **A**, **C**, **A**, **C**, **A** Laser Ball: **L**, **A**, **C**, **R**, **B**, **A**, **L**, **L** Giant Player: **B**, **A**, **B**, **A**, **R**, **B**, **A**, **B**, **A**, **B**, **A**, **R** Big Ball: **B**, **C**, **B**, **A**, **L**, **L**, **A**, **B**, **A**, **L**, **L** Radical Curve: **C**, **A**, **R**, **C**, **A**, **B**, **R**, **A**, **B**, **B**, **L** Brute Mode: **R**, **A**, **B**, **A**, **C**, **L**, **L**, **B**, **A**, **C**, **L** Hot Potato: **C**, **R**, **A**, **B**, **R**, **L**, **A**, **B**, **A**, **B**, **R**

## FOES OF ALI

### Cheat Mode

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the “Pause” menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret “Cheat Codes” menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the

cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.

AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)

PADC—This code activates Controller 3 for special cheat functions; let’s hope you’ve got a third controller. Once you’ve entered this code, the buttons on Controller 3 will have the following effects:

**A:** Knock down Boxer 2 for six seconds.

**B:** Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

**L** button: End the current round and immediately advance to Round 10.

## GEX

### Invincibility

Pause the game, hold the **R** button and press **Left**, **C**, **Down**, **Up**, **Up**, **C**, **Left**, **Right**, **A**, **Right**.

### 99 Lives

Press the **P** button to pause the game, then hold the **R** button and press **Left**, **C**, **Down**, **Right**, **A**, **C**, **Up**, **Left**, **A**.

### Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left**, **C**, **Down**, **Left**, **Right**, **Right**, **Up**, **Right**, **Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn’t make it into the final game.

## JOHN MADDEN FOOTBALL

### Giant and Midget Refs

While playing, pause the game and press **Right**, **Down**, **Left**, **Up**, **Right**, **Down**. When you continue the game, you’ll find that the ref has become a giant. To make the referee small, pause the game and press **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. When you hear the whistle, you’ll have a midget ref.

## JOHNNY BAZOOKATONE

### Passwords

Level 1—SOFTCELL  
Level 2—LOVESHAKE  
Level 3—STIRITUP  
Level 4—LIVEAID  
Level 5—PLECTRUM

## KILLING TIME

### Cheat Mode

Start a new game and enter your name as “EVORGRAH” (be sure to start with the period). Highlight “OK” and press **A**; the screen will darken and the name will disappear. Now you can enter a “name” to start at different levels with different power-ups according to the following formula: The first two characters should be periods (“.”) followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try **AT**, **A1**, **A2**, **A3**, **A4**, **A5**, **A6**, **BL**, **CY**, **C1**, **DN**, **EW**, **E1**, **E2**, **E3**, **GH**, **H1**, **H2**, **H3**, **KT**, **K2**, **LB**, **LG**, **L1**, **SW**, **S1**, **S2**, **S3**, **UH**, **UW**, **U2**, **U3**, **U4**, **WC**, **WW**, **W1**, **W2**, **W4**, or **WS**. Next, add one or more of the following characters to the password for other bonuses: **A**, **B**, **C**, **E**, **H**, **L**, **M**, **N**, **R**—Winged Vessels  
**0**, **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, **9**—Keys  
**D**—Double Pistols  
**F**—Flamethrower  
**S**—Shotgun  
**T**—Tommy Gun  
**Q**—Map coordinates  
**V** or **X**—100% health  
**W**—75% health  
**I**—Invincibility

Here’s a sample “player name” that was created using the above information: Enter “..UH1234ABCEFI” to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

## MAZER

### Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

• Press **C**, **A**, **B**, **A**, **B** to start the stage with one Super Shield.

• Press **B**, **A**, **C**, **B**, **A** to start the stage with 30 rounds of Triple Attack power.

• Press **B**, **C**, **A**, **C**, **A**, **C** to start the stage with 30 rounds of Rapid Fire power.

These codes do not work in the maze bonus rounds.

### Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press **A**, **A**, **C**, **A**, **B**. The words “BLOOD FEUD” will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the “Boss Kill” for a normal level.

### Be the Boss

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press **C**, **B**, **B**, **A**, **A**, **C** on Controller 2. The words “P2 BE THE BOSS” will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you’ll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the **C** button. Best of all, when the boss appears, Player 2 will be controlling it.

### Secret Option Menu

During Mazer’s full-motion video demonstration mode, press and hold the **L** and **C** buttons on Controller 1.

## THE NEED FOR SPEED

### Practice Mode

At the Options menu, highlight “Skill Level” and quickly press **X**, **R**, **A**, **L** in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The “Skill Level” indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No records or scores can be saved in this mode.)

### Vs. Rocket Scooter

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press **R**, **Down** and **B** simultaneously on Controller 2. Quit your race and start a new one; you’ll be racing against a rocket scooter.

### Nitro Charging Performance Boost

Enter a game and immediately press **L**, **R** and **Up** on Controller 2 plus **L**, **R**, **A** and **C** on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

## OUT OF THIS WORLD

### Secret Game

Go to the Password screen and enter the code **BRGR**. Press “OK” and you’ll go to a Breakout-style game called *Stalactites*.

## PLUMBERS DON’T WEAR TIES

### Remove “Censored” Symbols

To remove the “censored” symbols from this adventure, press **Up**, **Down**, **Right**, **Left**, **Down**, **Right**, **X** while the girl is talking at the start of the game.

## REBEL ASSAULT

### Stage Skip

Start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up**+**A**, **Down**+**A**, **Left**, **A**, **Right**+**A**; repeat this code until you hear a bell ring and a chorus of voices singing, “LucasArts!” With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one.

## RETURN FIRE

### Stage Select

Enter the password **WOLF** to access any level in a one- or two-player game.

### Debug Menu

With the **WOLF** password in place as described above, start a game and press **L**+**R**+**P** simultaneously.

## SHADOW: WAR OF SUCCESSION

### Cheat Mode

At the difficulty selection screen, press **Down**, **Down**, **Left**, **Right**, **Up**, **Up** on Controller 1. This turns on the cheat mode. During a match, press the **L** button to instantly kill your opponent.

## SPACE PIRATES

### Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you’ll see a cow’s skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

## STARBLADE

### Super Rapid-Fire

When the title screen fully appears, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **A**, **A**, **B**, **B**, **C**, **C**. Now start the game and hold the fire button down to blast like crazy.

### Infinite Continues

When the title screen fully appears, press **Up**, **Right**, **Down**, **Left**, **A**, **B**, **C**, **Up**, **Left**, **Down**, **Right**. Instead of the usual three continues, you’ll be in “Free Play” mode.

## STELLAR 7: DRAXON’S REVENGE

### Infinite Energy & Power-Ups

Enter the following code at the main menu with the **L** and **R** buttons on top of Controller 1: **L**, **R**, **R**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **R**. You’ll see the *Stellar 7* insignia change to the “Wimpy 7” as the word “CHEATER” appears briefly over Draxon’s face. Now when you start the game, you can press the **L** button to refill your energy at any time and press **R** whenever you need to replenish your supplies.

## SYNDICATE

### Cheat Password

Start the game and choose “Configure Company” from the main menu. Select the “Company Name” option and enter “NGOR MAT” as the name of your company (with a space between the “R” and the “M.”) Now choose “Begin Mission”; you’ll find that every location on the map is available for you to play. You’ll also have tons of extra money.

## TOTAL ECLIPSE

### Stage Select

Go to the **Options** screen and select the “Quit/Previews” box. When you’re there, hold the **X** button down and press **B**, **L**, **A**, then release **X** and press **B**, **L**, **A**, **B**, **L**, **A**. If you do the cheat correctly, you’ll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.

## WAY OF THE WARRIOR

### Boss Codes

Go to the NAMES option on the main menu and enter the name “A GAVIN” (with a space between **A** and **GAVIN**) and the birthday **JUN 11 1970**. Now, at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to *Crimson Glory* and pressing **Right**. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates:

• High Abbot—“J RUBIN” JAN 6 1970  
• Voodoo—“EVIL” JUN 6 1966  
• Major Trouble—“BAD BOY” FEB 4 1908  
• Black Dragon—“WYVERN” MAR 9 1927  
• Gulab Jamun—“GULAB” FEB 29 1900

### Psychodelic World

Go to the NAMES option on the main menu and enter the name “PARANOID” and the birthday **MAY 5 1975**. Now go to the ARENA option where you’ll find a new stage called “Cave.”

### Speed Code

Go to the NAMES option and enter the name “SPEED” and the birthday **AUG 8 1980**. Now go to the ARENA option and select “Cave.”

### Tug-of-War Mode

Go to the NAMES option and enter the name “TUGAWAR” and the birthday **APR 16 1964**. Now go to the ARENA option and select “Cave”; you’ll be fighting in an alley stage with a single tug-of-war energy bar.

### Hidden Space War Game

Select the two-player “VS” mode. The player on the right should select a character, point the D-pad diagonally in the **Down/Right** position and also hold the **A**, **B**, **C** and **START** buttons. The left player should choose a character, point the D-pad diagonally in the **Up/Left** position and also hold the **L**, **R** and **START** buttons. You’ll enter a hidden *Space War* game that allows up to four players to participate simultaneously.

## WING COMMANDER III: HEART OF THE TIGER

### Cheat Menu

To access a cheat menu, you need to reach the “New Game/Load Game/Continue” menu screen. (This screen will appear automatically if you have a saved game in memory; if you can’t get there, the easiest thing to do is to fly the first mission and get killed. The “Continue” menu will appear after the “Funeral.”) At the “Continue” menu, press and hold the **L** button, then press and hold the **P** button; you’ll see the cursor cycling through the available options. Continue to hold those buttons down and press **A** while the word “Continue” is highlighted. You’ll get a debug menu with tons of options. Some of them simply don’t work and others will prevent you from returning to the game without restarting the machine.

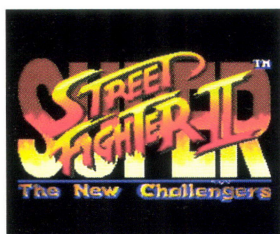




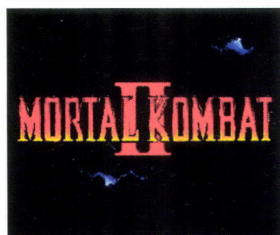
## FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **July 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Babbage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

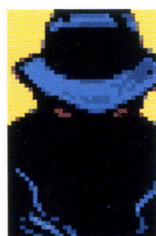
### GENESIS



1. \$\*o.G!187\*\$ (Los Angeles, CA)—3694
2. Kosd1R-?-Bandit! (San Pablo, CA)—3419
3. THE GAME DEMON (Cudahy, CA)—3364
4. Skyfire (Cupertino, CA)—3328
5. RICO\* (San Jose, CA)—3262



1. \*The Master Jon (Decatur, GA)—4117
2. PHOR (Jersey City, NJ)—3952
3. Mid-Knight Lover (Hoboken, NJ)—3911
4. SHAMGOD!!! (New York, NY)—3674
5. NECRON (San Mateo, CA)—3568

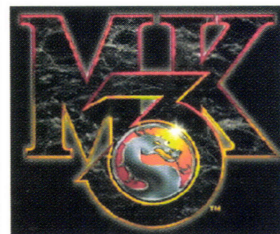


1. The Master Jon (Decatur, GA)—3626
2. Mk2assassin (Montebello, CA)—3559
3. MK3 Champion (Chamblee, GA)—3523
4. THE UNKNOWN XXX (New York, NY)—3509
5. MITSURUGI (New York, NY)—3505

### SUPER NES



1. Champion (DoA) (Ontario, CA)—4348
2. Mad KiLLah (Fontana, CA)—4184
3. ultra combo (SuP) (Chalmette, LA)—4153
4. Da Mad Killa (SNR) (Fontana, CA)—4149
5. Dream Theater+ (Miami, FL)—4011



1. FA FA FOOEY (Las Vegas, NV)—4708
2. PaiNFuL iStiMa (Las Vegas, NV)—4640
3. \$Dead/President\$ (Brooklyn Park, MN)—4635
4. Artemis Entrere (Minneapolis, MN)—4546
5. The Unholy\*ice\*\* (Hiloah Gardens, FL)—4258



1. Lord G a m e G o d (Phoenix, AZ)—8179
2. CYBER CRIP (Phoenix, AZ)—7939
3. =(D)estr(O)y(A)= (Jonesboro, GA)—7209
4. =BLoOdSHed=DoA (Atlanta, GA)—7158
5. =LoRd\*GaUgE=Doa (Atlanta, GA)—7105





### Codes for use with Galoob's Game Genie Video Game Enhancers

#### Tecmo Super Bowl III Super NES

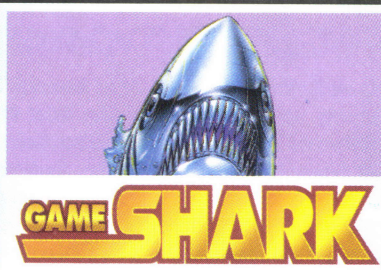
DF67-4709—3-minute quarters only last 1 minute  
C9B7-CD08—Infinite downs  
DFBA-17AC—Touchdowns worth 0 points  
DFBA-17AC—Touchdowns worth 2 points  
DFBA-17AC—Touchdowns worth 5 points  
DFBA-17AC—Touchdowns worth 9 points  
DB63-CDDC—Safety is worth 0 points  
DB63-CDDC—Safety is worth 1 point  
DB63-CDDC—Safety is worth 5 points  
DB63-CDDC—Safety is worth 9 points  
D7AE-4706—Field Goals worth 0 points  
D7AE-4706—Field Goals worth 1 point  
D7AE-4706—Field Goals worth 5 points  
D7AE-4706—Field Goals worth 9 points  
C2C0-47DC—Computer can't score  
DBA3-172D—Start with 0 time-outs  
DBA3-172D—Start with 1 time-out  
DBA3-172D—Start with 5 time-outs  
DBA3-172D—Start with 9 time-outs  
A9EE-44DB—Infinite time-outs

#### VR Troopers Genesis

AAGA-AAA2—Infinite timer  
AGJT-AAFL—Start with very little energy  
CCJT-AAFL—Start with 1/4 energy  
ECJT-AAFL—Start with 1/2 energy  
F8JT-AAFL—Start with 3/4 energy  
AGKA-AAAJ—Opponent starts with very little energy  
CCKA-AAAJ—Opponent starts with 1/4 energy  
ECKA-AAAJ—Opponent starts with 1/2 energy  
F8KA-AAAJ—Opponent starts with 3/4 energy  
AAET-AABG—Carry your match timer into the bonus rounds  
CAGA-AAAR—Timer counts by ten

#### Phantom 2040 Game Gear

509-309-A2A—Start with 50 bullets for your normal gun  
759-309-A2A—Start with 75 bullets for your normal gun  
999-309-A2A—Start with 99 bullets for your normal gun  
005-A9E-E6E—Infinite bullets for your normal gun  
019-419-E66—Start with 1 life  
059-419-E66—Start with 5 lives  
099-419-E66—Start with 9 lives  
993-2AC-F72—Always collect max bullets for your normal gun  
7EE-509-3B7—Almost infinite energy; switch off to kill some enemies



### Codes for use with Interact Game Products' Game Shark Video Game Enhancers

#### Frank Thomas Big Hurt Baseball Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160ADBA8-0500—Player 1 always wins  
160ADBA8-0005—Player 2 always wins

#### Golden Axe: The Duel Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
16078A5C-0080—Infinite health, Player 1  
16078B50-0080—Infinite health, Player 2

#### Road Rash Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1607407E-FFFF—Infinite cash  
16074074-0709—Have Stiletto bike

#### Skeleton Warriors Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1607EBCA-0064—Infinite Star Sword  
1607EBBE-0064—Infinite lives  
1607EBB6-0064—Infinite health

#### Frank Thomas Big Hurt Baseball PlayStation

80173BD8-000F—Team 1 always wins

#### Darkstalkers PlayStation

800CD1A0-0090—Infinite health, Player 1  
800CD514-0090—Infinite health, Player 2

#### PO'd PlayStation

801DB760-0064 +  
8009ABA0-0064—Infinite health  
8009ABA8-0032 +  
8009AC70-0100—Have jetpack

#### Skeleton Warriors PlayStation

801DB760-0064—Infinite health  
801DB774-0064—Infinite Star Sword  
801DB768-0064—Infinite lives

#### Top Gun: Fire at Will! PlayStation

801CFECC-0064—Infinite AGM missiles  
801CFEC0-0064—Infinite MIRV missiles  
801CFEBC-0064—Infinite Surefires



### Codes for use with the 3DO Game Guru Video Game Enhancer

#### Secret Video Scene

At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press C; you'll be taken on a three-minute video tour of the offices of Symbiosis Media and meet the creators of the Game Guru.

#### Music Select

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press C; you've just changed the Game Guru background music to a different tune. Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG 1".

#### Secret "Advanced" Mode

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press C. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean; if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.



## we like lips...



1. Line your lips with lip pencil. Follow your natural lip line.



2. Blend with fingertips.



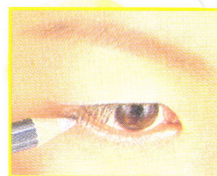
3. Fill in with lipstick.



**Don't forget** that purple lips are in this fall. Try any of Estee Lauder's new Purple Reigns collection: Discreet, Racy or Naughty. Drinking grape juice might do the trick. Try drinking it from a wine glass. You'll feel more sophisticated. And if you're going to bring attention to your lips by drinking grape juice from a wine glass, then you'd might as well remember to moisturize them. And then there's sunscreen. Choose a lip balm with sunscreen protectant.



## we like eyeballs...



## the tootsie roll

A century of chocolate-y chew. Did you know that the Tootsie Roll is **100 years old** this year? Waxy chocolate. Yummy.



and we love  
HOMER SIMPSON.

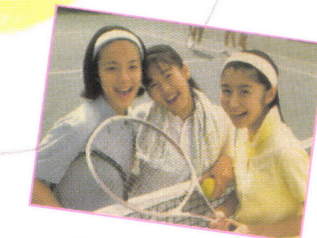
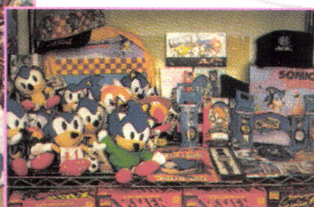
## veggie burger

The next time you yearn for a burger, try a Veggie Burger. They're delectable.



## this girl loves sonic

Don't you wish you had this much Sonic paraphernalia?



September is a good month to play tennis.

1. ivan torres. from charlotte, north carolina. won the "identify the car chase scene" contest in the june edition of betty's index. the scene was from the movie *bullet*, starring steve mcqueen. ivan was the first to send in his answer along with this picture of himself. congratulations! you win! 2. zack. from the new tecmo fighting game, *dead or alive*, which should be in the arcades this fall. with the red hair and tattoos, zack looks a lot like the chicago bulls' dennis rodman, eh? notice the air max. (did you know that it costs only \$1.25 to manufacture a pair of nikes?) profile: american, 25 years old, his blood type is o, his birthday is april 3, at 180 cm tall, he weighs in at 78 kg, his expertise is kick boxing, he's also a dj and he likes ice cream. 3. amy driscoll. from louisville, kentucky. also answered the bullet question correctly, but ivan beat her letter to us. sorry! no prize. 4. kristine w. you might like her new album, *land of the living*. you might not. you might consider it danceable. you might not. she's from las vegas and likes wigs and feathers. 5. michael smith. from crosby, texas. his was the last letter received with the correct answer at the time we went to print. congratulations! booby prize. 6. peko's bar peach fizz. it's not really a bar. they're two-sided discs, one side pink and one side white, with a picture of peko herself embossed on one side of the candy. it's peachy and it is fizzy. 7. aero. "it's the bubbles that make aero special." there are tiny little bubbles throughout the chocolate bar that make it light and crumbly. chocolate bubbles may spur memories of choco-lite, the now nonexistent chocolate bar that satisfied so many of our cravings. aero isn't as good as choco-lite. choco-lite was richer, denser and creamier. (sigh). we love bubbles, but for the same amount of money and fat calories you could have a dove bar (dark chocolate). 8. dragon ball z fan. when you're out dancing and you get really hot, you'll need one of these. it will also come in handy during p.e. 9. attack. candy cigarettes. eat cigarettes. don't smoke them. you'll get heart disease, lung cancer and very unsightly wrinkles around the mouth and eyes. 10. super mario 64. don't forget. nintendo 64 and super mario 64 will both be released this month.



# You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-

bashing Mario



adventure. But with the new Super

Mario RPG you'll also be pushing every brain cell

you've got. • That's right. You and the world's most



**You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.**

heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet

the mental challenge

as the story unfolds in

this fully-rendered role-playing game! • It's

the best of both worlds. One minute you're

neck and neck at the Yoshi Races. The next

you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-

mushing riddles and new action-

puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



**Finding Froggicus is a wise move if you want to know more about your future quest.**

in return. Without you, Mallow

will never find his true family.

Geno will never become a real

boy. And Booster will never

find a bride. • You'll also



bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready



for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



**Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.**







# 360° OF ACID-SPITTING HELL ARRIVES ON SATURN!



"The graphics are awesome, the gameplay is dead-on..."

--Game Players

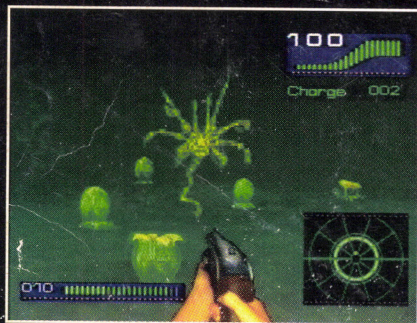


"Alien Trilogy  
is fantastic."

--Video Games

"...a rare  
achievement."

--Next Generation

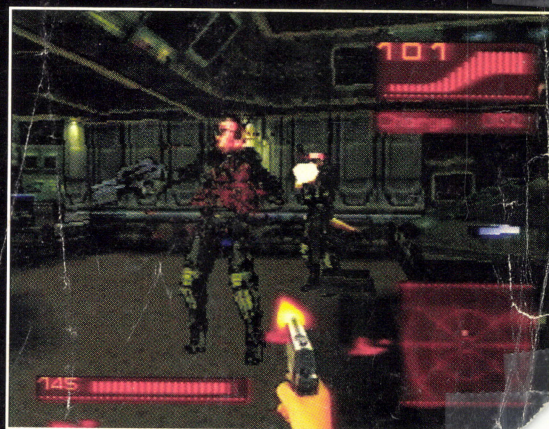


"The 3D engine  
is first rate."

--Next Generation

"...a real winner!"

--EGM



## ALIEN TRILOGY™



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For a sneak peek check out Alien Trilogy at  
<http://www.acclaimnation.com>